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VIDEO GAMES

ISSUE 135
FEB 1993

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ISSUE 16 FEB 1993

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INSIDE
● SPEEDBALL II ● DIG DUG ● DINO OLYMPICS ● LOONEY TUNES ●
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LYNX

SNES: ROAD-RUNNER!

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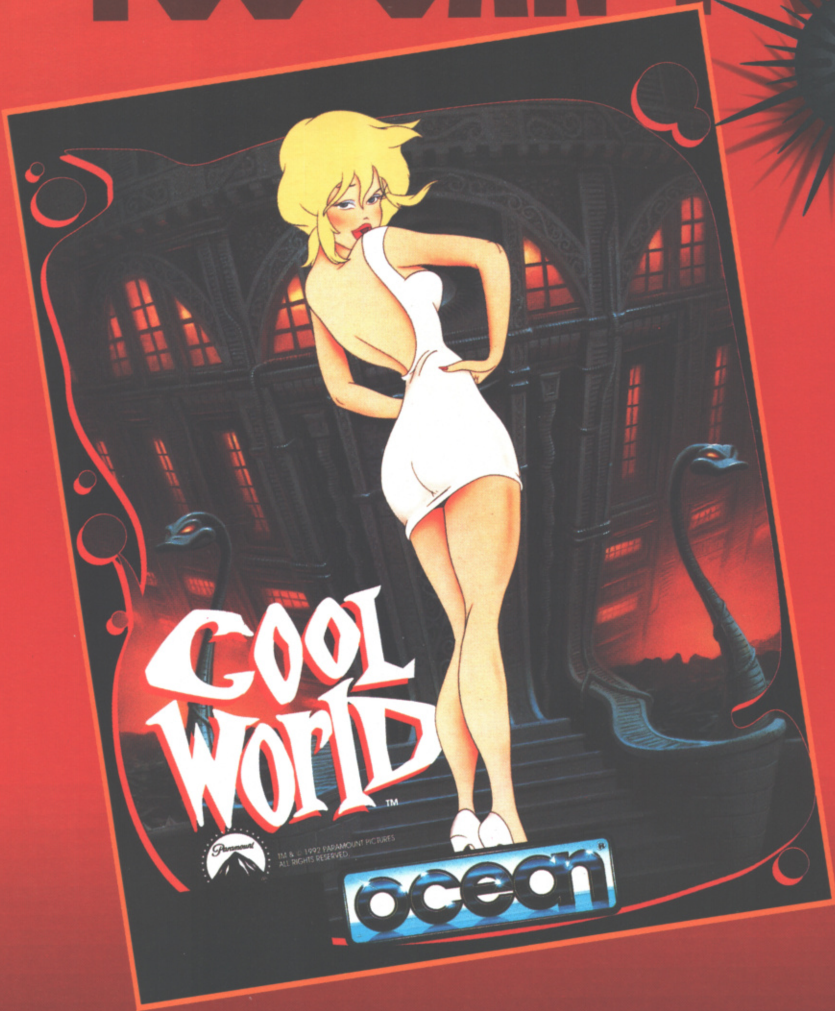
WHICH PACKS THE BIGGER PUNCH?

STREETS OF RAGE 2
SUPER SHINOBI 2

INSIDE:
MEGA CD PREVIEW LEMMINGS MICRO MACHINES
PARASOL STARS POWERMONGER SHADOW OF THE BEAST

IF YOU CAN'T STAND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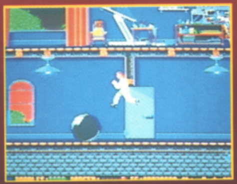

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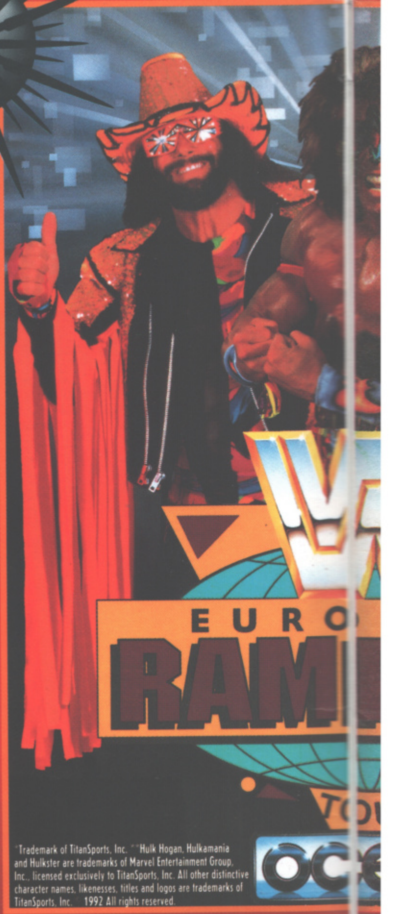
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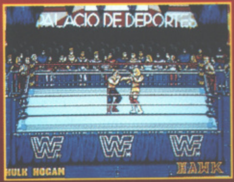
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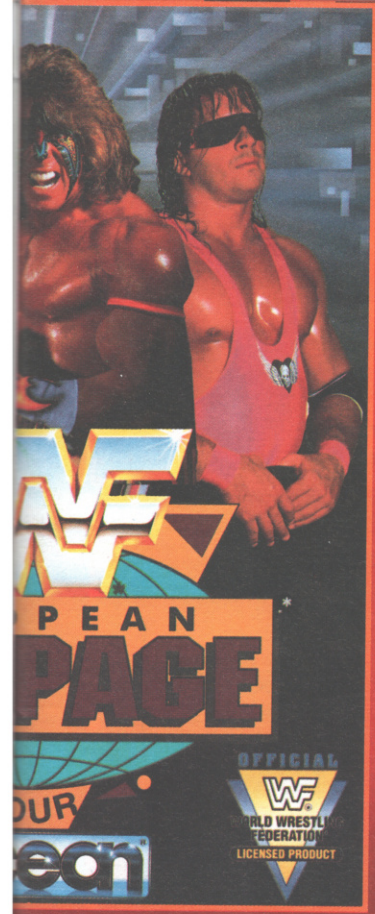

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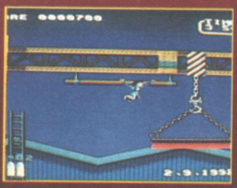

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IN THIS ISSUE

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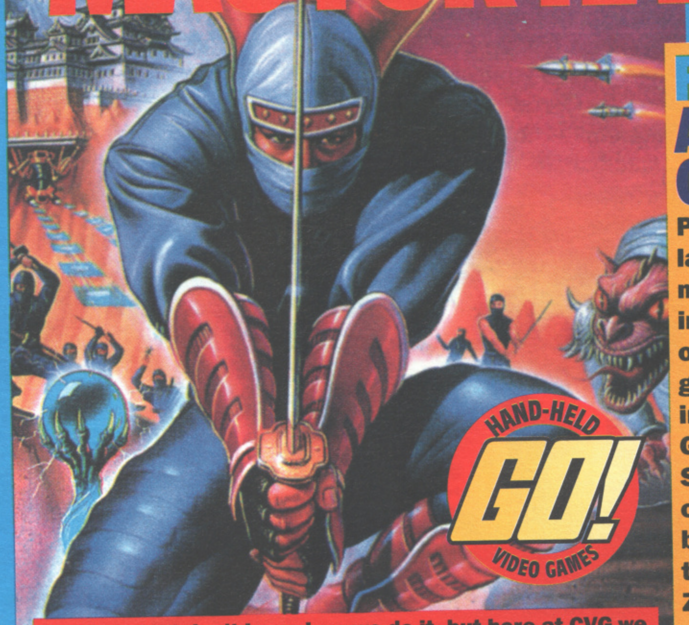
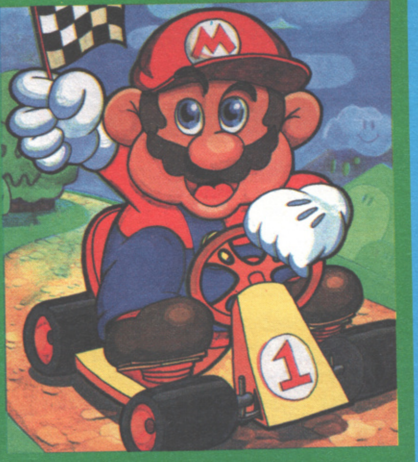


Sad lads just don't know how we do it, but here at CVG we give you a totally FREE hand-held mag each and every month! This time around, GO! brings you the definitive Review of Shinobi 2 on Game Gear, Lemmings on Game Boy and Dino Olympics on Lynx, to name just a selection of the goodies inside!

FREE! STREETFIGHTER II ADVANCED STRATEGY GUIDE!

Please be seated, ladies and gentlemen, for the last installment of the only Streetfighter guide worth reading - the CVG Guide to the Streets! To take us out with a bang, we bring you tips on how to handle Guile and Zangief, as well as the tricks you'll need to take out M Bison!

FREE! INCREDIBLE SUPER MARIO KART BADGE!



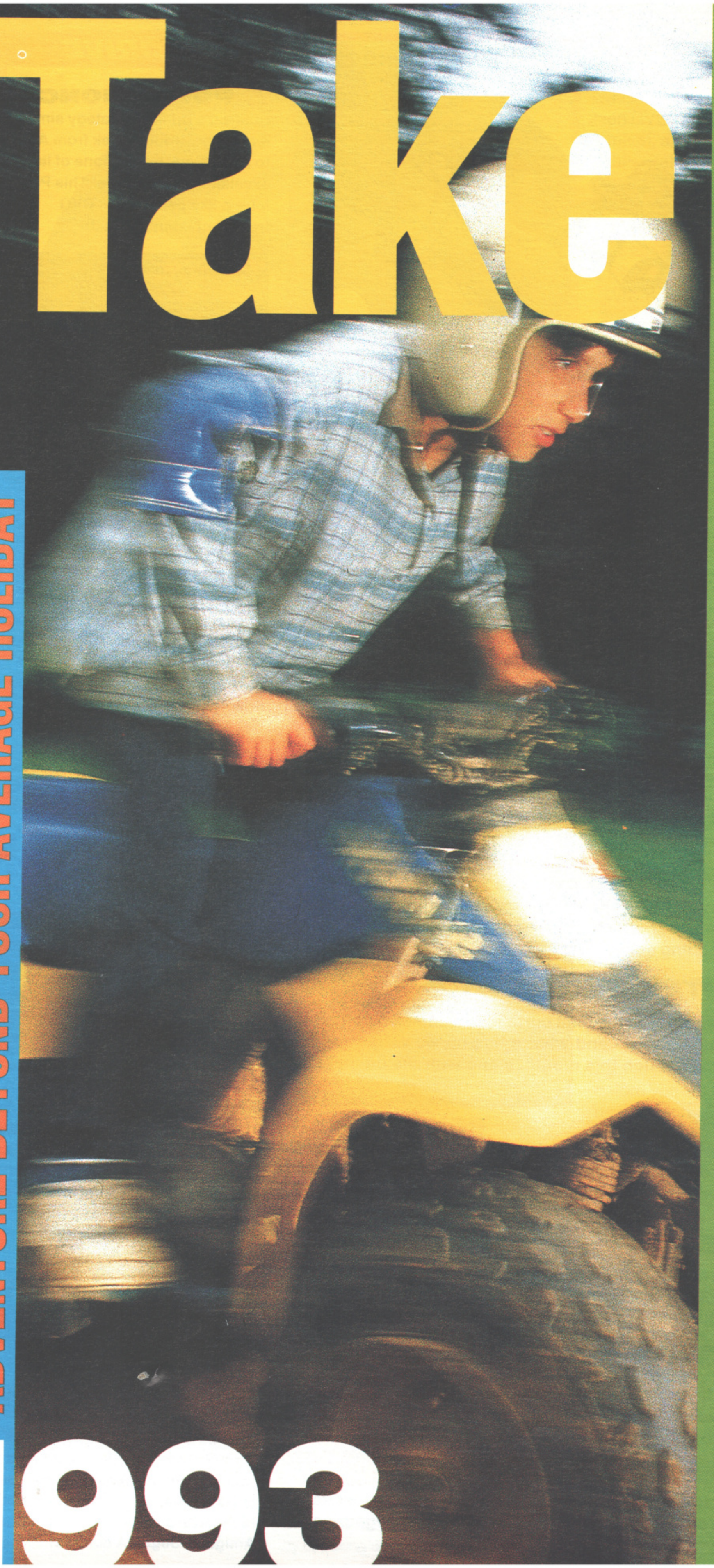
Don't you wish you could swan about with an EXCLUSIVE Super Mario Kart badge perched proudly on your T-shirt? Wish no longer! For this month, Lord EMAP has gone cash crazy and spent a fortune on the brilliant badge glued to the front of the mag!

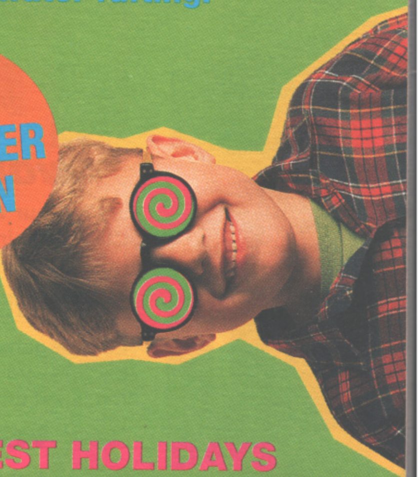
REVIEWED! STREETS OF RAGE 2 AND SUPER SHINOBI 2!

We've done the double! The biggest Sega sequels since Sonic 2 appear together both on the front cover and inside CVG! Axel's back, and so's Joe Mushashi - who's going to win the battle of the follow-ups? You can find out in CVG this month!

FREE! ALL-ACTION PULL-OUT POSTER!

Great cover on this issue of CVG, isn't it! Don't you wish you could stick that very piccy on your bedroom wall and gaze longingly for days on end? Well now you can - 'cos we're giving it away inside this very issue!





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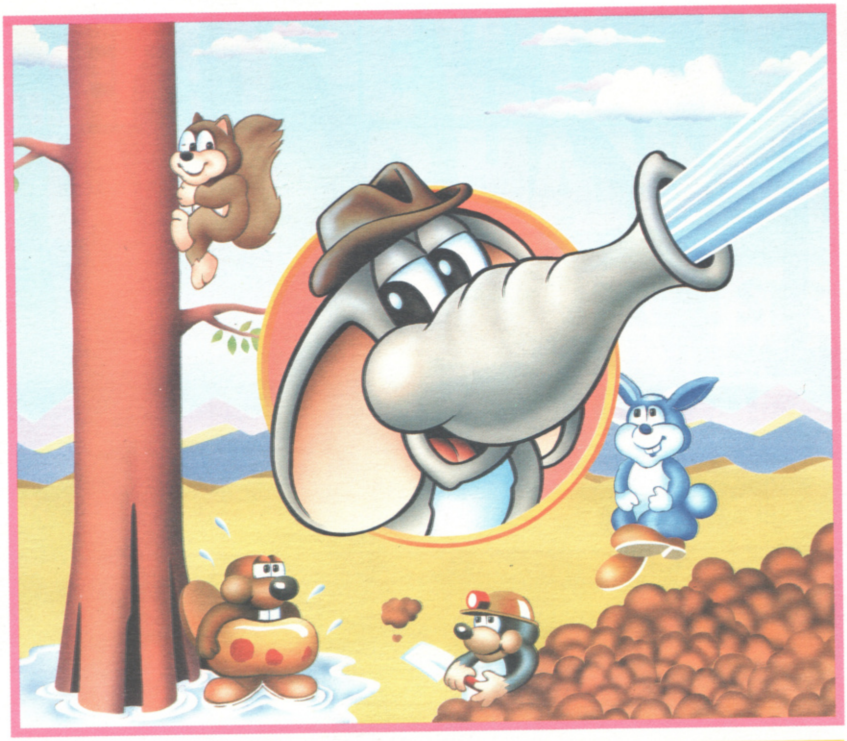


8 WORD UP!

What's our man Rand got to tell you all about this ish, eh? Only the name of CVG's all-singing, all-dancing, all-stripping new editor, that's what? Find out all this and more in the finest CVG page called Word Up ever!

11 NEWS

Lots of games, lots of names - you'll find 'em all in CVG's fine and dandy News section - you can also find out all about the recent Gamesmaster Live! show and the latest titles coming soon on the Mega CD!

40 YOB'S MAILBAG

The start of a brand new year, and YOB's already got stuck into his bulging bag of wit, charm and sophistication. After which, he'll be taking a look through the dross sent to him by you and adding suitable replies.

47 STREETFIGHTER GUIDE - PT 4

And now, the end is near and so we face the final curtain as it comes down on our fabulous four-part Guide to the Streets - and what a line-up we've got for you! Guile and Zangief are the boys to watch this month, along with the ultimate tips on beating big boss M Bison!

58 CHEAT MODE

Suave, sophisticated gadabout Paul Anglin's back with more of those things we tend to call 'tips'! This time around, he's compiled a cracking Desert Strike solution, as well as those snippets of sneaky cheats sent in by you! What a top boy, eh?

66 HIGH SCORES

Many people put on a few extra pounds over Christmas, but not our Sadie - she's been sweating buckets, searching through your high-score entries to find only the very best. And what has she come up with? Why not take a look and find out?

98 ARCADE ACTION

SNK have just released their latest, and possibly greatest, Neo Geo coin-op! It's called Viewpoint, it's a massively addictive and incredibly good-looking blast and Paul Anglin's yer man to tell you all about it

84 ROLO TO THE RESCUE COMP

Electronic Arts' Rolo To The Rescue is not only reviewed in this very issue, it's also the subject of a stunning compo that could net you not only a Megadrive, but also every Megadrive game ever produced by EA!

MEGADRIVE

18 POWERMONGER

Bullfrog's brilliant strategy sim makes the arduous trek from Amiga to Megadrive, losing none of its excellence in the move! This Populous-a-like gets the full CVG treatment - don't miss it!

You have been defeated.

22 SUPER SHINOBI 2

The original Shinobi caused a storm, and the sequel on the Megadrive was a stunner! Now here's the 16-bit follow-up - does it carry on the tradition?

26 STREETS OF RAGE 2

We were expecting big things from the sequel to Streets Of Rage - but nothing prepared us for this! The best Sega basher ever is here and now - check it out!

36 ROLO TO THE RESCUE

He may be cute 'n cuddly, but Rolo the elephant is star of one of the best platform romps we've seen! Level upon level of top graphics and fab gameplay await players of this great game!

74 MICRO MACHINES

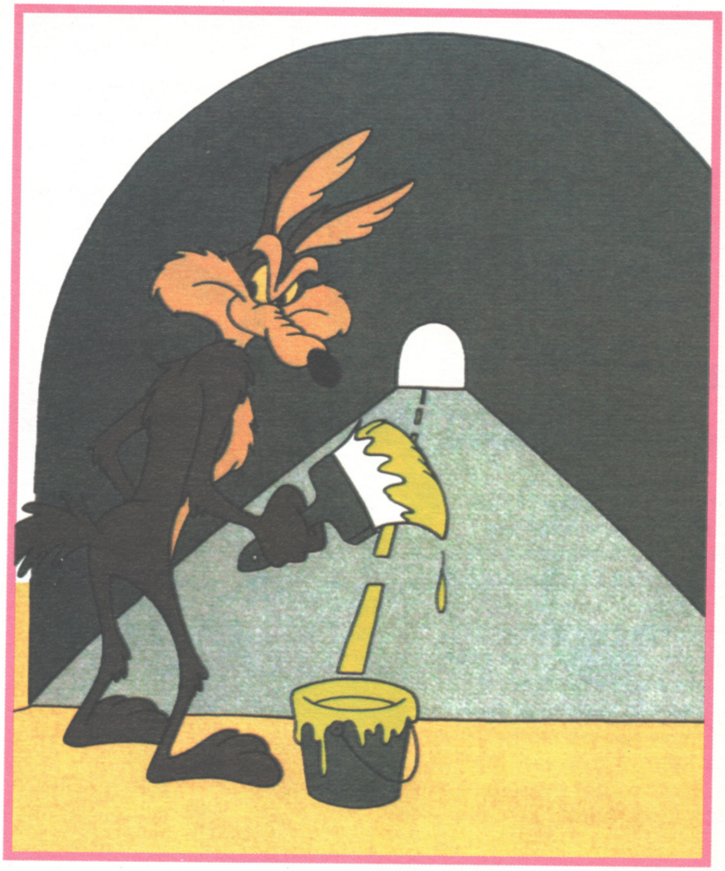
The Codemasters driving game that was a hit on NES is now on Megadrive - and the game's even better than before! Control a variety of shrunk-dow vehicles across crazy landscapes - it's great!

76 SHADOW OF THE BEAST II

It looks great! It sounds good! But how does this conversion of Psygnosis' sequel to the game that sold the Amiga fare in the gameplay stakes?

78 RISKY WOODS

If you go down to the woods today, you're sure of a big surprise - 'cos you may just be clobbered by a big bloke with a huge sword in this Amiga-to-Sega EA convert!



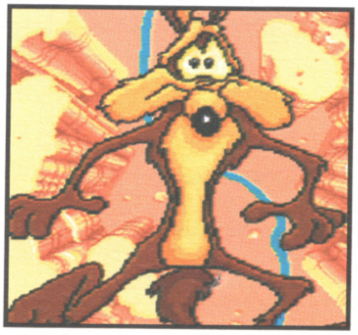
SUPER NINTENDO

21 AMAZING TENNIS

Serve and volley with the best of them in this great tennis sim, created by one of the best programmers around, David Crane!

30 ROAD RUNNER IN DEATH VALLEY RALLY

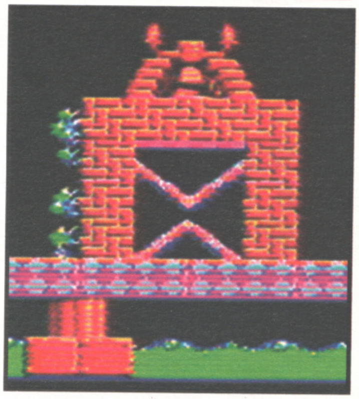
Meep! Meep! Take control of the Road Runner and make mincemeat out of arch-enemy Wile E Coyote in this graphically brill platform romp!



73 STRIKE GUNNER

What? Another Super Nintendo shoot 'em up! So what's Strike Gunner got that all the rest haven't? Not a lot, really - check out that Review and see for yourself!

NINTENDO



34 LEMMINGS

They're everywhere! The Lemmings take yet more time off from hurling themselves from high places to make an appearance on the Nintendo - and how!

71 PARASOL STARS

It was a hit on Game Boy in last month's GO!, but what do we think about Ocean's NES conversion of the third in the Taito Bubble Bobble trilogy?

PC

80 LEGENDS OF VALOUR

Want to see why this role-game from US Gold is causing a stir the world over? There's only one way to find out - by checking out the CVG Review!

EDITOR GARTH SUMPTER

Just what is so brill about working on CVG? It's obvious, isn't it? I mean, all these fab games, all these fab lads - and lass - and I get to lord it all over them! Come on - what else could a lad want?

DEPUTY EDITOR PAUL RAND

Why on Earth have I been on CVG for so long? I really can't put my finger on it; it's just so...so...so. No, it's great, and you just couldn't find a better bunch of folk. Mind you, I've never been to Bosnia.

ART EDITOR JON BILLINGTON

CVG's great - but why? 'Cos I get to work with the lovely Jenny - she doesn't argue, no matter how bad I treat her. And I get to use these fine and groovy Apple Macs; they're great, they are!

DESIGNER JENNY ABROOK

At the end of the day, how could you not want to be surrounded by all the gorgeous fellers all day, every day! And, when it gets just too much, I can go to the world's finest market - Leather Lane!

STAFF WRITER PAUL ANGLIN

CVG's the bizz - the TV and radio shows that I'm constantly asked to appear have made me a star! And I get to work with the most courteous Art Editor ever!

STAFF WRITER STEVE KEEN

I get to play all the top games before you lot! And in no other job do you get the chance to abuse your colleagues as much as on CVG!

MANAGING EDITOR STEVE JAMES

I love CVG me - it's a top laugh-a-minute hoot! Nothing's ever dull, and even though I've got to sit and shuffle invoices all day, just the sight of those happy faces makes it all worthwhile!

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WORD UP!

Happy New Year! Here we all are, back after the Christmas break, and what a festive frollic of a time we've had! 1992 saw some massive changes in the computer and video games business; the consoles scene REALLY happened, the PC became widely regarded as 'The Next Big Thing', CD got a toe in the door and, of course, CVG became bigger and better than ever before!

But what about '93? What are our predictions for the next twelve months? We reckon Sega and Nintendo will be fighting it out just as much, but with two new machines at the front line! Sega are all set to launch the Mega CD in this country and, if it does as well as we think it should, that might just force Nintendo's hand and hurry them along with the release of their own Super CD unit. The PC will continue to make big strides into the home leisure market, but it's got a real contender in the cut-price and just-as-powerful Amiga 1200 - it'll be very interesting to see which machine wins that particular little skirmish! And don't forget the Colour Game Boy - much-touted but not even officially in existence, the big N will probably give the hand-held an airing in 1993.

And what about the world's best games mag? In the fast-moving market we're in, we can't afford to hang around - so we're getting a new editor to kick off the New Year with. His name's Garth Sumpter, he's been in the computer games industry longer than any of us care to remember and he makes a full appearance from next issue, so we hope you wish him the best of luck - he'll need it! And we'll be tweaking the pages of CVG in the near future too; so expect to see even more of what you already love very soon indeed! And with that, let me wish you an ultra-happy 1993!

PAUL RAND

COMPETITION
THE NEW KID IN TOWN!
WIN OVER £100 WORTH OF GAMES!

Crikey oh blimey! There's a new editor in town next month and he'll be taking the controls of Britain's biggest all-format games flagship.

We've not even met him yet but he'll certainly have to have some very special qualities (including a very wide bottom), in order to fit into ex-editor Tim's chair.

All we've heard is that he's a long-haired rock and roller and a distant cousin of Blanka and will have more than a couple of shocks in store for us all. But, until he gets here we're just going to have to guess. Unless of course, you think you can help...

Commit to paper what qualities the ideal CVG editor should possess. Perhaps he should have the reflexes of a cat so that he can beat Jon at Super Mario Kart, eyes like a hawk so that he can spot the boys as they try to sneak off to get on the Viewpoint arcade machine, or perhaps just a very loud voice so that he can get a word through the team's constant bickering about whose turn it is to go to the shop and score some grub.

Just send your designs, pictures and blueprints to: NEW KID IN TOWN, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Closing date for entries is the 14th of February, at which time, some priceless Picasso will win its creator, four top games. Oh, and don't forget to tell us what format you want otherwise you'll probably get some Spectrum games...

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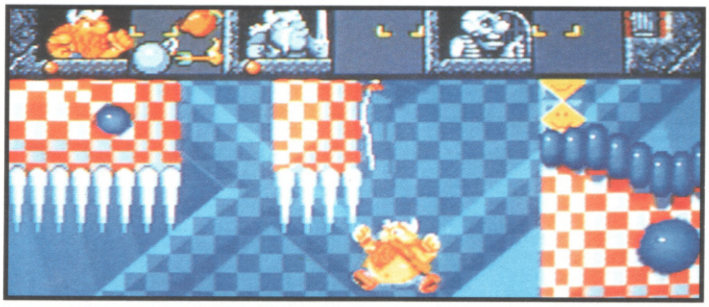
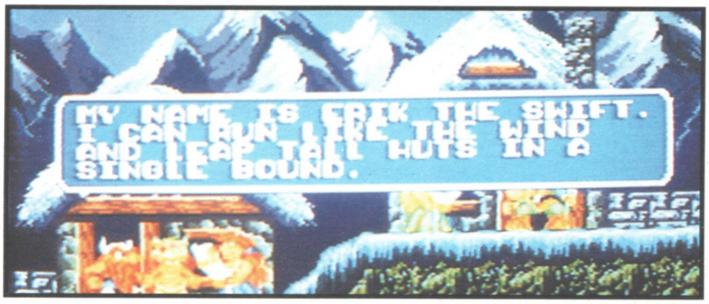
NEWS

STAR TREKKIN'

Fancy a quick shufty at the latest from Interplay? Not content with cranking out marvellous conversions of French graphics adventures for the console market, they've also come up with their own original title! The Lost Vikings is the name, and it revolves around the fortunes of three Norsemen who've been nicked by aliens and travel through time, solving puzzles to get out of various scrapes. Featuring gameplay not-dissimilar to Mirage's Humans, The Lost Vikings should be with us in the next month or two.

But if you're a SNES-owning fan of Kirk and his cronies aboard the Starship Enterprise, then Interplay have something coming in the latter part of '93 that's sure to make you go goggle-eyed and thank your lucky stars that you've got one of the best games machines around. Yup, they're converting the fabulous Star Trek - The 25th Anniversary to cartridge! Originally a PC and available now on Amiga, Star Trek on SNES should be a spot-on version of the space-faring classic, mixing Lucasfilm-type adventure with apparently stunning 3D flight 'n fight sequences! It could be the business - and we'll be keeping a watch on the game's progress!





MY NAME IS ERIK THE SWIFT.
I CAN RUN LIKE THE WIND
AND LEAP TALL HUTS IN A
SINGLE BOUND.

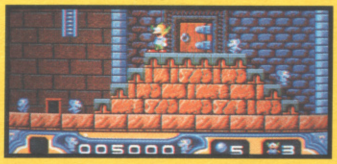
COMPILATION CRAZY!

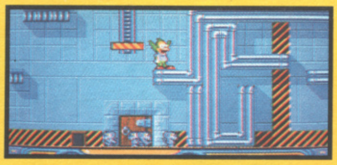
Got a bit of Christmas cash left over and don't know what to spend it on? You could fork out the pennies and purchase this fine and dandy new compilation pack from US Gold! Called Raving Mad, the package contains three nifty little titles; Rodland which was originally from Sales Curve, Millennium's Robocod and Mega Twins from the Goldies themselves. Not only that though, buyers of the set also receive a free game from the Kixx budget label! The one we got in our box was Impossible Mission II - not crap. You can get Raving Mad on Amiga and ST, for a reasonable £27.99 - check it out!

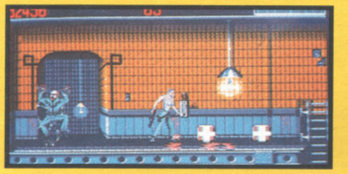
BIG NAME GAMES FROM ACCLAIM!

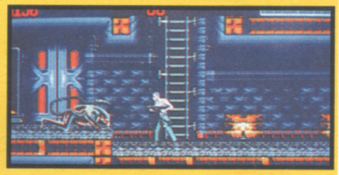
Ripley returns to the Amiga in Aliens 3, Acclaim's conversion of the smash-hit but rather poor final episode in the trilogy. As you can see, the game is more-or-less a straight convert from the excellent Megadrive version and, if programmers Probe get the gameplay right, Amiga owners have something special to look forward to in the New Year - the 16-bit Sega version received a hearty CVG HIT!, after all!

And while we're on the subject of Acclaim and the Amiga, keep your eyes peeled for the computer version of Krusty's Fun House! Again based on the console versions, the player takes control of Krusty The Clown who's got to rid his funhouse of cute purple rats, with the help of the Simpsons family and some quite bizarre killing machines! We've played the Amiga game and it's a spot-on conversion, with all the graphics and gameplay of the original - in other words, you're onto a winner if you get it!









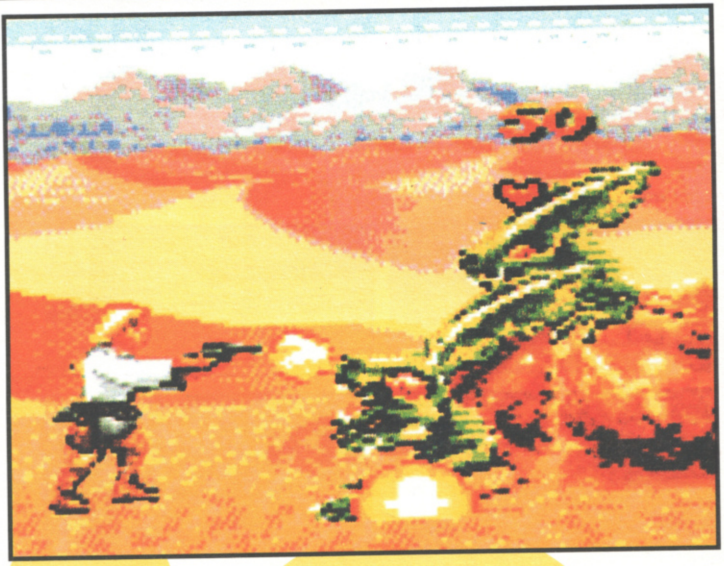
SAD MEN? NO - MAD MEN!

You thought the CVG boys had an ounce of sense in them? You were WRONG! This month saw Paul Rand divert his attention from gamesplaying and City Pride shenanigans to help form the EMAP Images Dangerous Sports Club - inaugural members Rand himself and ex-CVG Ad Manager Nigel 'Not Tall' Taylor! Off the pair trotted to Cobham in Surrey with a couple of well-dodgy geezers for a morning of madness - and we've got the pictures to prove it!

Now, bungee jumping isn't the safest pastime in the world, and these lads weren't happy about putting themselves between the wide blue yonder and a very hard concrete car park, but they'd forked out their forty quid a-piece, and there was no turning back. After a cry of 'Three! Two! One! Bungee!', it was all over and the daring (or docile, whichever you prefer) duo both agreed that the experience was one worth repeating - if you feel the same as this pair, you should seek professional psychiatric help as soon as possible! What next for the EMAP Images Dangerous Sports Club - pirhanha juggling?

THE BUNGEE BOYS IN ORDER (L-R): NIGE THE NUTTER, PERILOUS PAUL RAND, GARRY THE FLYING PUNK AND PHEARLESS PHIL. THREE! TWO! ONE! BUNGEE!!

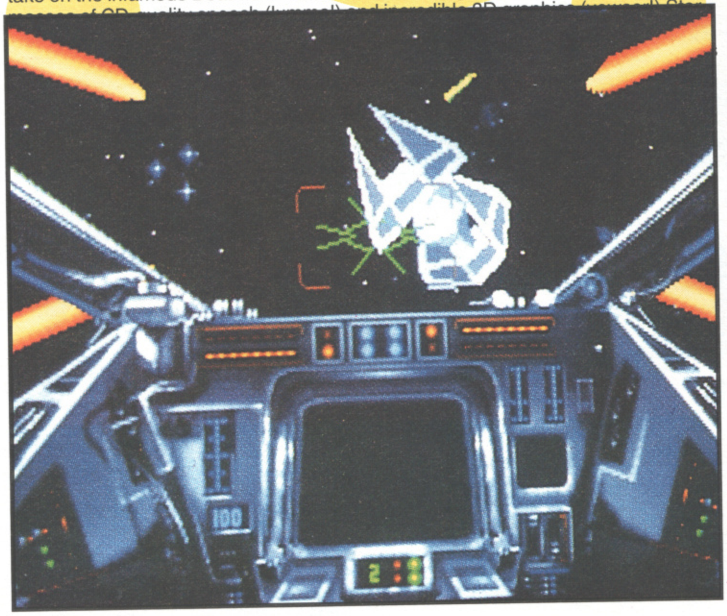
NEWS



MAY THE FORCE BE WITH YOU

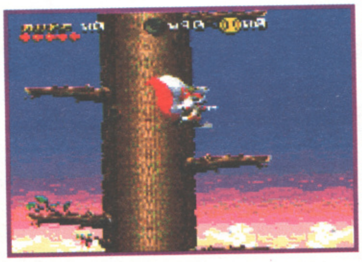
Can't wait to see the new Star Wars games - X Wing on PC and Super Star Wars on Super Nintendo - can you? just to keep your whistle even whetter, Lucasarts have just announced more games based on Luke, Darth and company - and they're as hot as you could comfortably manage!

Star Wars 3D is on its way to Mega CD and features, funnily enough, three-dimensional dog-fighting on a grand scale! Defend Tatooine against Imperial Stormtroopers, take on massive AT-AT walkers on the ice world of Hoth - even take on the infamous Death Star attack run! Featuring full-motion video (cripes!),

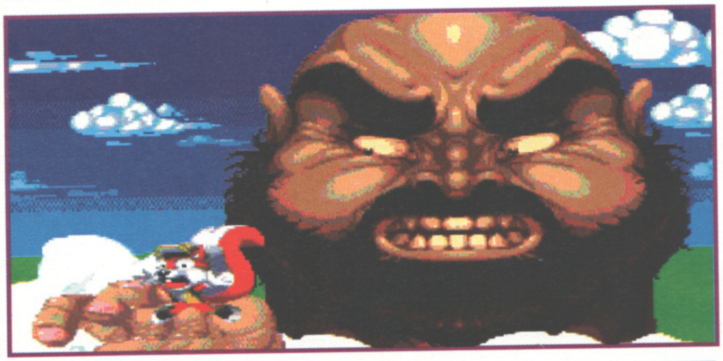


TOTALLY NUTZ!

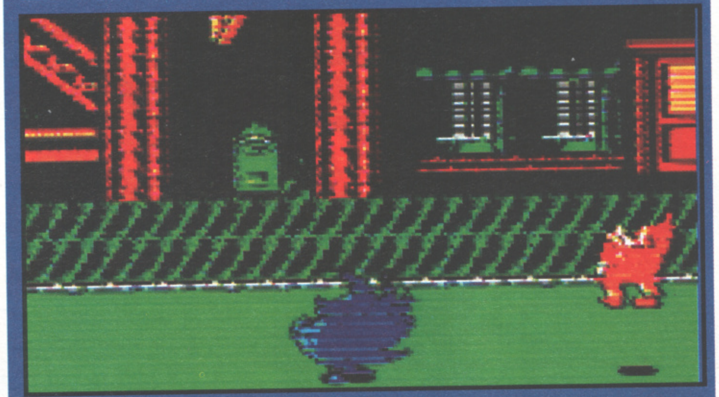
Here's a game that you may not have heard much of, but we have! It's called Mr Nutz, and it's from Ocean. A platform-based romp, the player guides Mr Nutz the squirrel through the woodlands, getting up to all manner of crazy antics. And how do we know all of this? Basically, because Ken from Ocean can never resist showing us the bloody thing every time he comes to the EMAP office!



There's no doubting that this is one seriously well-presented slice of action, with some terrific sprites and very colourful graphics generally. Trouble is, we still haven't got hold of a playable version of Mr Nutz! But don't worry - when we do you'll be the first to know, in the form of a CVG Review!



BAT'S BACK!



Why can't Batman ever star in a good film? The first one was dark and bland, while the second was...practically the same, except this time round, non-ugly Kim Basinger was replaced by fit Michelle Pfeiffer. 'So what' is probably the question on everybody's lips; well, all this Bat-related nonsense revolves around the imminent release of Batman Returns on the NES - and look, here's some hot-off-the-press pics of the game in action!

It's a beat 'em up in which you control Batman through a variety of scrolling levels, using kicks, punches and more. The game seems a bit of a giggle, but to be perfectly honest, it didn't seem all that far removed from the conversion of the Turtles coin-op, but with different graphics. Still, we'll find out for sure when we review Batman Returns in an issue coming to you soon!

DINO'S DONE A BUNK!

Now here's something which may surprise you! Dino Dini, creator of one of the finest games ever seen - Kick Off - has left Anco and joined Virgin Games. No great shakes, you might think, but what of the supposedly imminent Kick Off 3? Did the great man manage to complete his latest creation before the big move? And what about the rumours flying around that Dino's first project for his new company is a soccer game? We're following this one - could turn out very interesting indeed!

- TWO OF A KIND -

THE WINNERS!

LICENSED BY
Nintendo
POPULOUS
SUPER NINTENDO
ENTERTAINMENT SYSTEM
PAL VERSION
Licensed to
IMAGINEER Co., LTD
Original Nintendo Seal of Quality

You are a supreme being - with the power to command the forces of nature - Earthquake, floods, volcanos and oceans. Power to turn plains into barren rocks and oceans into fertile land with promise of plenty. Limit to your power is your followers, scattered on the worlds throughout the universe. They raise crops, build towns, and multiply thus increasing your power to smite your enemies, the followers of evil. Can you control and increase this power to eventually get rid of the evil. Fourteen different worlds await your conquest.

Blistering pace and superb tactical game play has made KICK OFF a legend in computer games world wide. Packed with options like game speed, KIT DESIGN, edit teams and player names, 4 different types of competitions, it provides a wide variety of game play. Action Replay facility lets you enjoy the glorious moments at leisure. Battery back up ensures that the competition results, kit design, team and player data is stored for instant recall.

LICENSED BY
Nintendo
KICK OFF
SUPER NINTENDO
ENTERTAINMENT SYSTEM
Original Nintendo
19:13
18:51

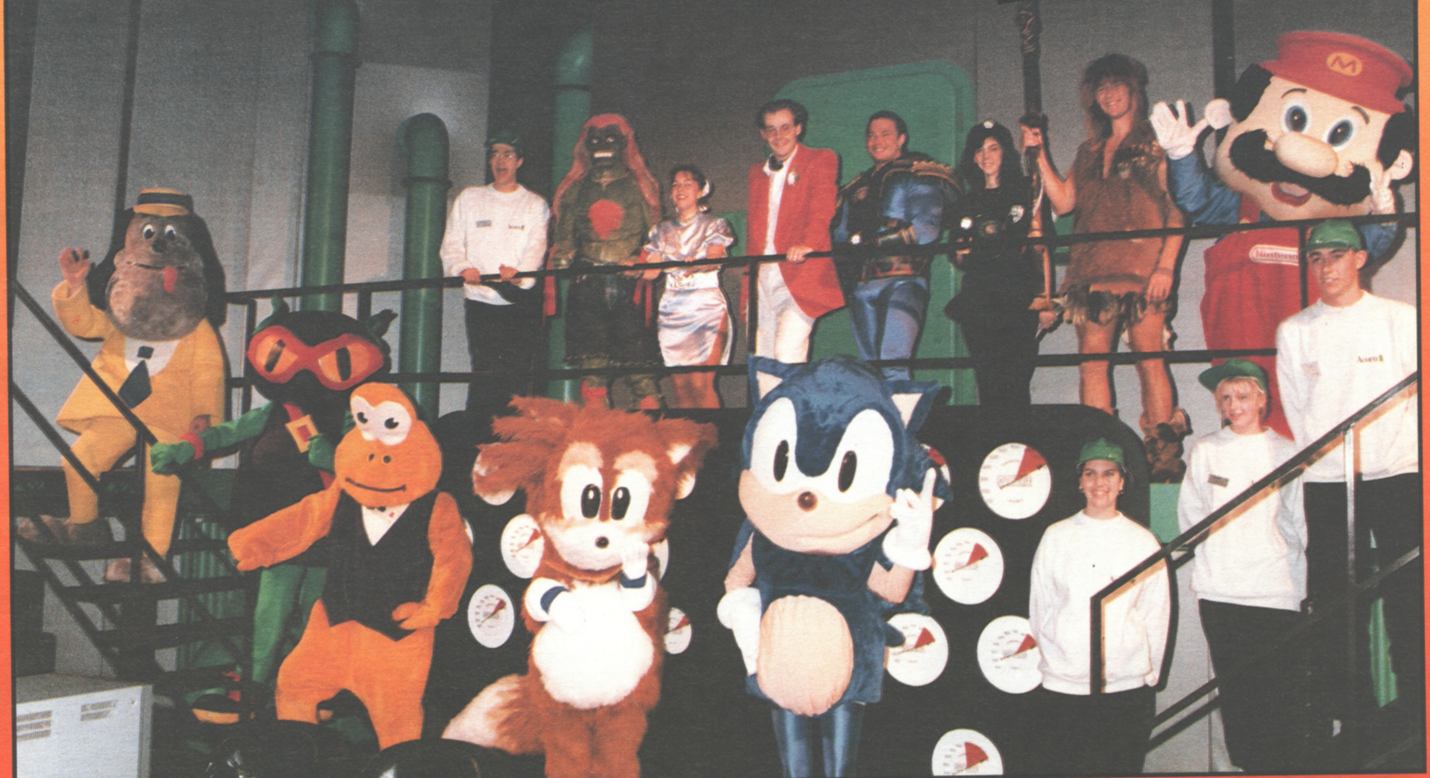
Distributed in U.K. by Anco Software Ltd. Unit 7 Millside Industrial Estate, Lawson Road, Dartford, Kent DA1 5BH U.K. Tel: 0322 287782

Imagineer

SUPER NINTENDO
ENTERTAINMENT SYSTEM

GOING LIVE!

For three days in December, the video games industry and its mum shuttled off to the National Exhibition Centre in Birmingham and invited the public to experience the greatest games event ever seen! Gamesmaster Live was its name, around seventy-five thousand people packed into the hall overall, and everyone reckoned that the bash was a massive success! Read on and find out who was there and what was happening at the most ambitious video games show EVER!



CAN YOU STAND THE EXCITEMENT?

Everybody who is anybody was in attendance at the show, and the stands they'd built there were impressive, to say the least. Ocean had constructed a gigantic video wall on which they showed snippets from a variety of top movies that they'd licensed over the years, as well as a whole host of games challenges. US Gold (Blend) not only had an arcade full of Streetfighter machines to promote the home computer versions of the cracking coin-op smash, as well as a sumo wrestling mat on which you could battle against a pal, dressed in a rubber sumo suit (!), they also brought along a massive Waltzer-type affair which kept the crowds amused for the duration of the show! Virgin's purpose-built Quazar Lazerdome pulled the punters, as did EA's Road Rash Challenge set-up (especially considering they were giving away £150 leather jackets to anyone who beat the challenge!). But perhaps the star of the show was the Sega stand - which incorporated a six-hundred metre go-karting track! Lumme!

GAMESMASTER LIVE

WHAT DO POINTS MAKE?

Gamesmaster Live saw winners galore walking away with stacks of prizes! Ocean gave one lucky ducky a copy of every single game the Manchester lads had ever produced - together with every piece of hardware they'd ever written for! Virgin Games handed out a top-of-the-range mountain bike to the successful finalist in the Mick And Mack - Global Gladiators Challenge, compered by none other than CVG's very own Paul Rand! And speaking of CVG, we handed out the odd goodie or two as well; Scottish superstar Glen Urqhart came all the way from Chilly Land to pick up his prize of a unique set of Streetfighter II badges which he'd won in the compo which we ran with the help of Comet and The Sun, and the England team, led by ex-CVG Ed Tim Boone, sauntered off with an incredible trophy for beating the opposition in the CVG/Comet Streetfighter Championship! The spawny gets.

IT'S THE GAMESMASTER STAGE! AND THERE'S DOM D, OVERSEEING THE STREETFIGHTER CHALLENGE!

STACKS OF STARS!

As well as the real stars - the CVG boys - a few minor celebrities found they just couldn't keep away from Gamesmaster Live! Gladiators large-person Shadow put in an appearance for a spot of muscle-flexing, while the Karaoke competition (which, sadly, Randy couldn't find time in his hectic schedule to attend - he apologises profusely) was presided over by late-night TV unhappy person Nino Ferretto - a free game to the first person who can tell us the name of the kids' TV show he made his name in. Both of these lads were totally overshadowed, however, by the appearance of none other than the big star of Gamesmaster Live - Colin Curly! The jolly Quavers character showed his face to take on the public in the Pushover Challenge - and lost! Oh yeah, Dominik Diamond was there as well, as well, along with his Patrick Moore-lookalike chum, the Gamesmaster, to commentate on the various gaming challenges on the Gamesmaster Live stand - a huge reproduction of the TV show set!

A TRIO OF TOP CVG-READING BOYOS - JAMIE, CARLTON AND TAFF FROM BIRMINGHAM, TAKE A BOW!

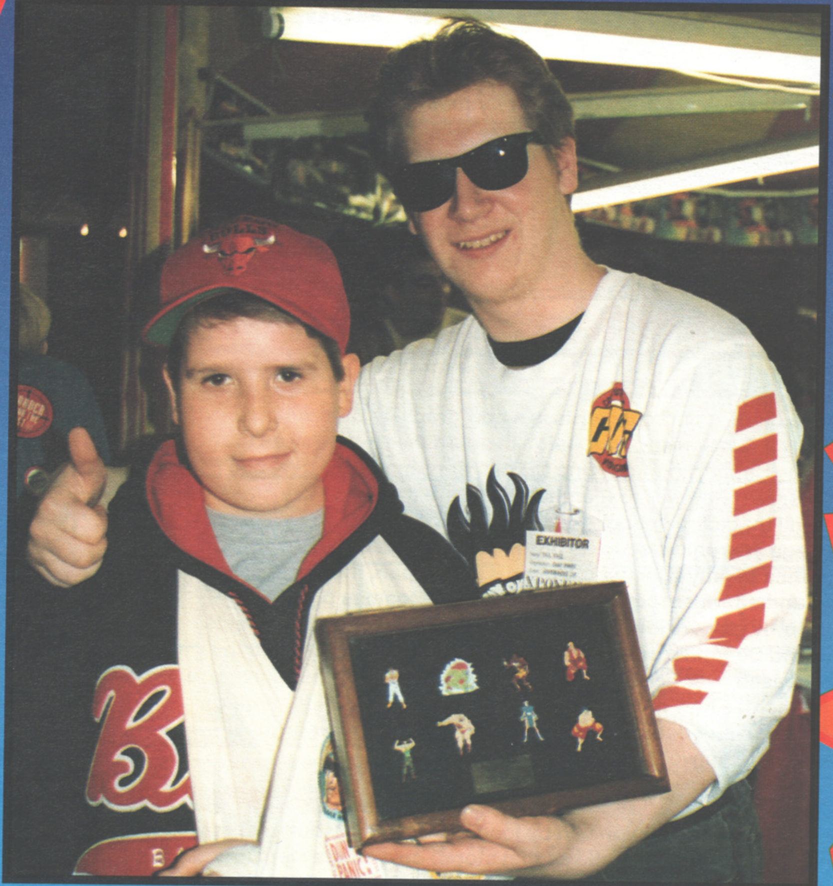
MEET THE GANG 'COS THE BOYS WERE THERE!

You couldn't have missed the fact that CVG was at the show in a BIG way - giant posters proclaiming the fact were dotted all the way around the massive hall! Of course, the boys themselves were there too; for three whole days Rand's wrist was pushed to breaking point with autograph signings! In fact, all EMAP's mags made an appearance - Mean Machines, Megatech, NMS, The One, CU Amiga, ST and PC Review all got in on the act!

CVG REPROBATE JON BILLINGTON MIXES IS WITH MEAN MACHINES' OZ AND A SMALL SCOUSER.

SEGA
SEGA
SEGA

IT'S BUSY STAND ACTION AHOY! LOADS OF YOU CAM AND CHATTED WITH US - IT WERE GRAND!

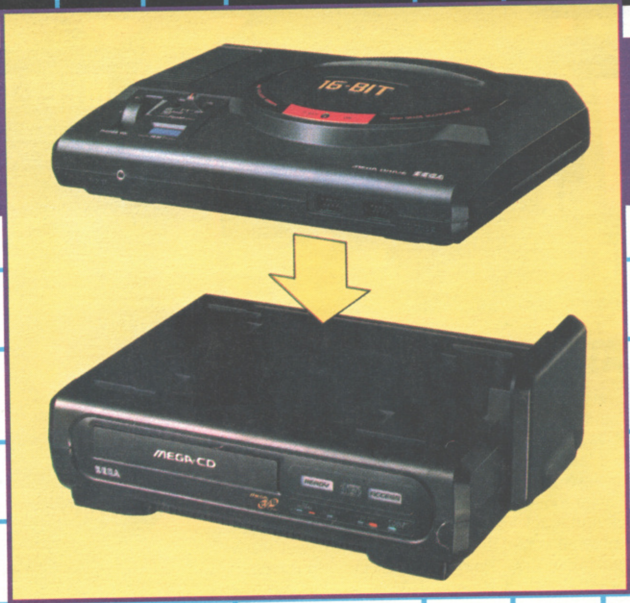


WHO'S THIS FAMOUS PERSONALITY, WITH A UNIQUE BOXED SET OF CVG STREETFIGHTER BADGES? WHY, IT'S GLEN URQHART OF COURSE, RECEIVING HIS PRIZE FROM CVG SLACKER PAUL RAND!

SAD CELEBRITY SPECIAL!

Perhaps the saddest sight during the whole three days of Gamesmaster Live, apart from Paul Anglin, was the supposed appearance of Kim Basinger on the Ocean stand to promote their new Cool World game. Much interest was shown by the CVG boys, until they realised that 'Ms Basinger' was actually a look-a-like who bore more of a resemblance to Kim Wilde! Still, the kids didn't mind - especially when she starting hurling out masses of freebies into the audience!

CVG FEATURE



BLOW ME! IT'S THE MEGA CD! Sega's new hardware creation, the Mega CD, is almost upon us after what seems like decades of waiting! Just how is this bulky box of tricks going to change the face of home entertainment as we know it? What are the games going to be like? And are you going to have to flog the deeds to your house to buy one?

MEGA-CD

SEGA HIGH QUALITY COMPUTER CD-ROM PLAYER

FAB FEATURES - AT A PRICE

One of the biggest improvements is a new graphics chip which allows sprite rotation and expansion in much the same way as that seen on the Super Nintendo. One CD has the capacity of over 660 cartridges, so naturally most of the games are going to have massive intros to fill that extra space! And it's not just going to be new games either; Sega are rumoured to be producing a range of re-releases on CD at a price of only twenty quid per disc! In Japan, the Mega CD comes bundled with a compilation disk of four games previously available only on cartridge form, which include Golden Axe, Streets of Rage and Columns, so expect to see a similar package when the unit is released over here. One piece of information we can't give you at the moment is how much the whole kit-and-caboodle is going to cost - Sega haven't decided on a price yet, although their original estimates were between £180 and £250.

IS IT FAST?

Six mega-bits of information can be loaded into a RAM buffer at any one time - about as much code as that stored on a single Megadrive cart. As the information is presented it is deleted and replaced with new data, helping to slash waiting time. Minimum access time is 0.8 of a second and the maximum is 1.8 secs - not bad at all, compared with some CD-ROM units around at present.

But why go out and buy the Mega CD when you've got access to all those lovely Megadrive carts? CD's are cheaper to manufacture than cartridges, so we should see the last of the £35-£40 game, for one. And obviously, because of the vast amounts of memory available on one compact disk, games are going to be far bigger than you could ever hope to get from a cartridge. Not only that, because it's a CD, you're going to be able to hear music, sound effects and speech the like of which has never before been heard from a cartridge-based game.

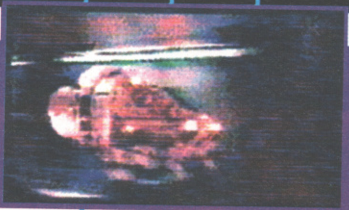
READY
COMPACT disc
ACCESS
MEGA CD PLAYER
CD ACCESS
CD IN
CD OUT
STAND BY MODE

HOW IT ALL FITS

The Megadrive has an expansion port on its side which allows it to slot into the top of the Mega CD - so no nasty wires trailing around to confuse Mum and Dad. On top of that, Sega already have plans to release new versions of the Megadrive and Mega CD! Don't expect any changes other than cosmetic though; it's being done so that the CD will sit on the side of the console.

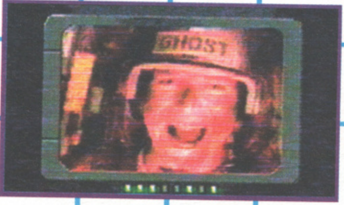
WHAT ABOUT THE SOFTWARE?

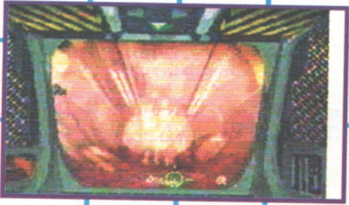
So that's a little rundown on the machine; but what about the games? From what we've seen, Mega CD buyers are going to be in for a surprise in that department! Sega have apparently spent something in the region of five million dollars building their own studios in the States to produce the sort of live-action gob-smackers that everyone is expecting from CD-ROM - so these guys obviously mean business!

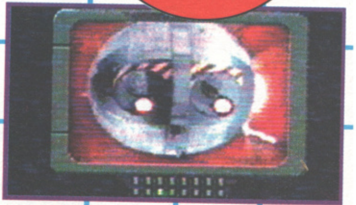


SEWER SHARK

A visually stunning full-motion video game, featuring real actors - we even recognised one of them! It has to be said though, it didn't look as though there was much scope for interaction.

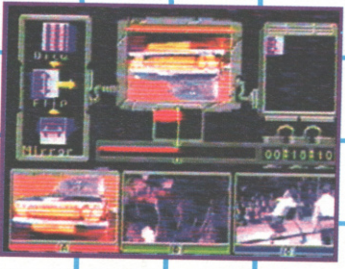






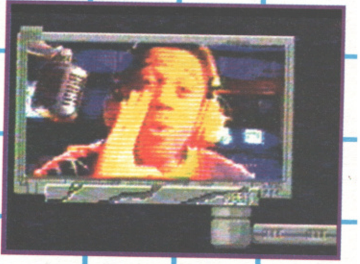
BATMAN RETURNS

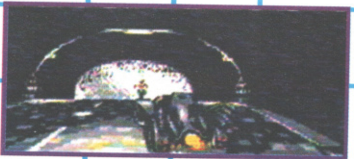
Now here's a gme that's definitely got a lot of gameplay in it. Batman Returns has you in the driving seat of the Batmobile, hurtling through masses of locations blasting baddies-a-plenty. This game really shows off the Mega CD's sprite handling capabilities; gone are the jerky, lumbering roadside objects seen in Megadrive cartridge-based titles, replaced instead with the smoothest expansion this side of the Super Nintendo's Mode 7!

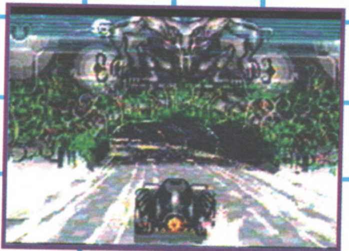


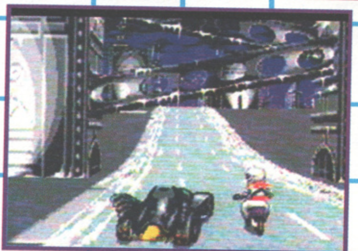
MAKE YOUR OWN VIDEO

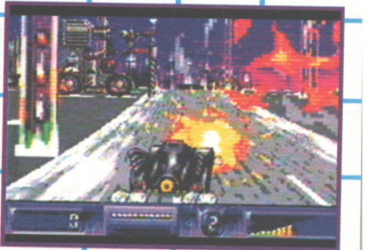
Technically very impressive. The title says it all; create your own music video using live action footage. Sega have licensed those wear-their-clothes-backwards rapping kids Kriss Kross, so unfortunately you'll have to put up with their music.

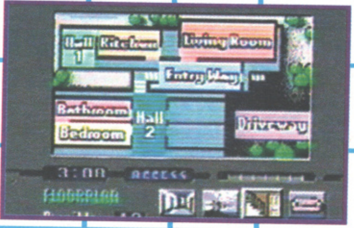


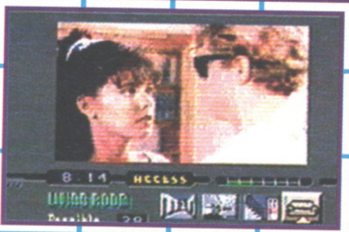


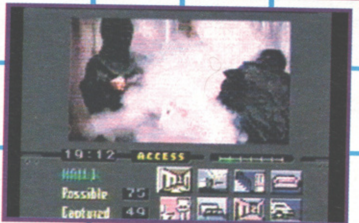










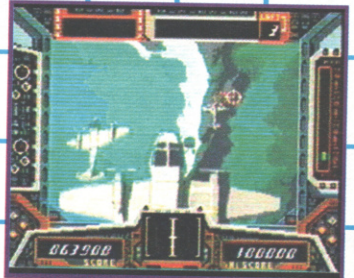


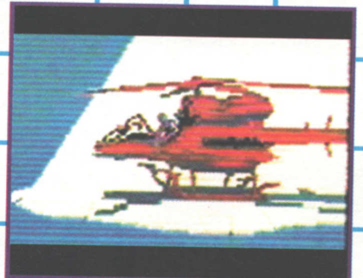
NIGHT HUNTER

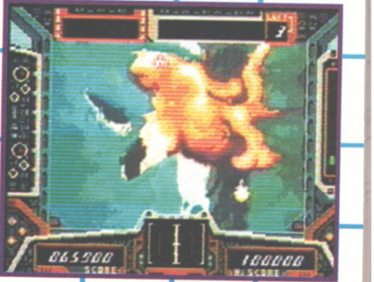
Looking like a cross between Nightmare on Elm Street and Cluedo (?), the plot seems to revolve around a group of college girls (in their underwear) trapped in a house infested with vampires. Each room contains hidden cameras that allow you to spy on the actresses - hurrah!

COBRA COMMAND

This one looks to be more the sort of thing gamers are after. Cobra Command looks like a Japanese cartoon, in which you pilot a futuristic helicopter through the streets of New York, blowing up other helicopters and tanks. Graphics are great - if there's some gameplay in there this could be a real treat!







MEGA CD PLAYER

And if that little lot isn't enough for you, Sierra are supporting the machine by converting a goodly amount of their PC software for it - who needs a hard drive when you've got around 600 meg of memory free?. And if you're still not happy, Lucasfilm are producing the first Monkey Island game to Mega CD! They haven't announced any other conversions, but we've seen CD versions of Loom complete with stacks of real speech and gorgeous music, so it'd be a fair bet that you'll be seeing more high-quality graphic adventures from George's boys on the Sega format!

AUDIO AND VISUAL INTELLIGENT TERMINAL
HIGH GRADE MULTIPURPOSE USE

MEGADRIVE

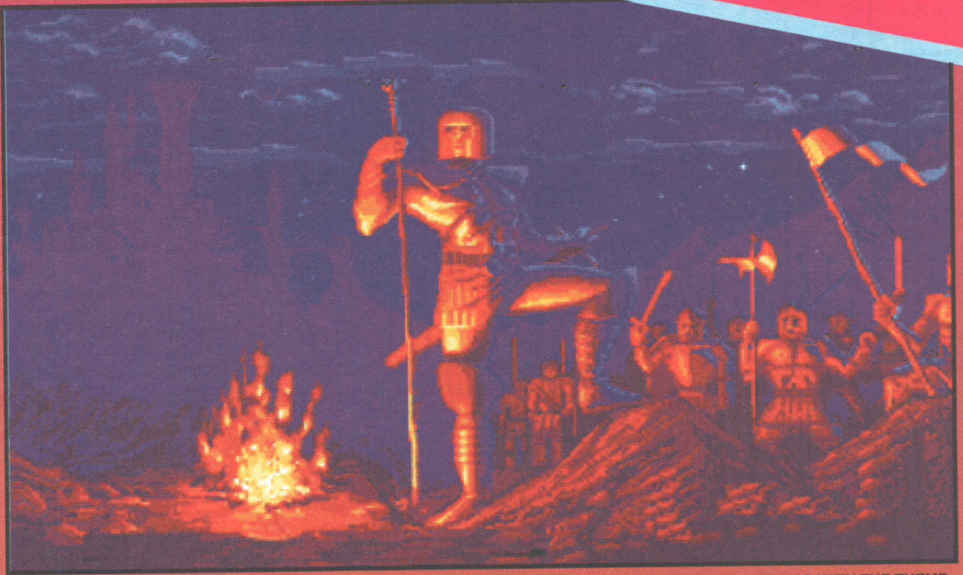
BATTLE SIM

BY EA
£39.99

Where does a general keep his armies? Up his sleevies, of course! Low-quality jokes aside, there's very little to keep the strategists happy on the Megadrive - until now. EA's follow-up to Populous, which first appeared on the Amiga, has a slightly more down to earth feel than its deity-controlling forebear. Rather than the lofty position of God, you are merely the ruler of a race of war-hungry soldiers, out for a good time and a bit of sword play. Your job is to point them in the right direction, and guide them to total domination in a world of feuding generals and massive armies. There's a planet full of islands to conquer, and a host of baddies to bash and goodies to befriend. Go for it - the power could be yours!

I found Powermonger very difficult to get into. The temptation is to send your men charging into battle, pillaging the villages and crushing anyone who objects to your presence. Unfortunately, the game doesn't work like this and there are many slow periods as you wait for new weapons to be developed or for the enemy to lower their guard. That said, this is far more involving and playable than its predecessor, Populous. Conquering the later levels requires plenty of planning and the occasional risk. Populous was a much more basic affair so this knocks the spots off of that with it's depth of play. It's a pity Populous 2 hasn't been converted yet. If you can handle squinting to see the tiny graphics, and fancy a spot of megalomaniacal sword grinding, this is well worth picking up.

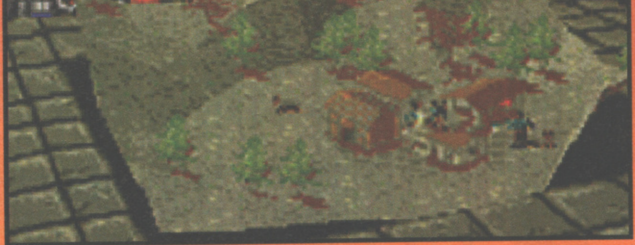
STEVE KEEN



THERE ARE SOME GREAT STATIC SCREENS IN POWERMONGER FOR YOUR DELECTATION, ALL IN KEEPING WITH THE THEME.

THE VILLAGE PEOPLE

The ferocity of your soldiers' attacks, pillages and how many locals they conscript is dependent on their commander's posture setting. This is controlled by clicking on the sword icons at the side of the screen. If it's set to low, the troops will be a bit soft, avoiding killing people wherever possible and leaving them plenty of food when they raid. The medium setting bypasses the men's discrimination circuits and, as far as they're concerned, anyone who gets in their way deserves death. Finally there's maximum posture, which basically instructs the boys to slaughter everything they come across, steal theire food and have a jolly good laugh at the same time.



THE GRAPHICS DON'T LOOK MUCH COP ENLARGED BUT THEY'RE BRILLIANT REALLY, HONEST!

KILL, DEATH, MAIM

The game world is divided into loads of small areas which have to be conquered individually. To begin with they consist solely of small, unprotected villages that are all-too happy to switch loyalties to you in the face of several hundred armed soldiers. After a few easy conquests, rival armies start appearing with similar goals to yours. When two armies meet they completely forget about the embattled civilians and set upon each other. Once one side loses a few soldiers and the odds start stacking up against them, the best course of action is to run like hell. Fortunately there are commands to accommodate this, although once an army scatters the remaining soldiers tend to wander off to their home villages, so they have to be recruited all over again.

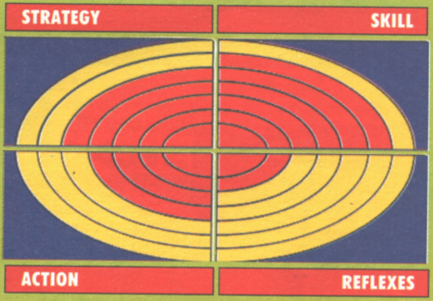
EUREKA!

Often you start a level facing seemingly-insurmountable odds, with your twenty or so men facing hundreds of enemies. In this situation it pays to work slowly. Some villages contain workshops which can be used to develop better weapons, and finding one of these is essential. To begin with, every soldier on the island is armed with nothing more than a crappy little knife. So if you can beat them in the technology race and discover pikes and cannons, your men will capable of steaming through enemy ranks without picking up so much as a scratch.

cool, baby, cool!

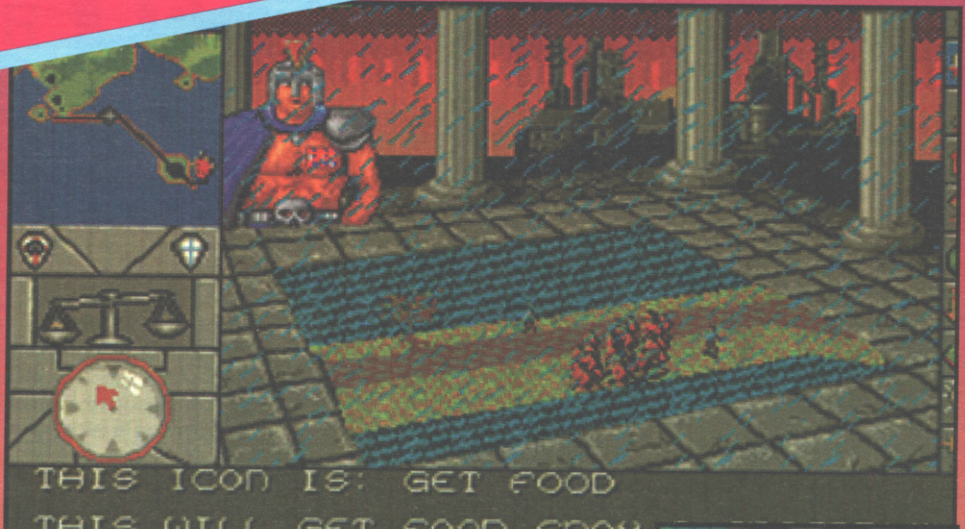
Although Populous is an undoubted masterpiece, loved and admired by thousands, I've never been one to really get into it - it all seemed just a little bit too detached from reality. Powermonger, on the other hand, is much more my cup of tea. It uses the same graphic style as its prequel, which works very well and allows a lot to happen on-screen at once. The icon control system employed in Powermonger is much more user-friendly than that seen in Populous, even though there are more icons there - they're just so much more easy to figure out. Rather like the game overall, really - whereas you had to wade through the Populous manual before you had a hope of working out what to do, I was able to just pick up Powermonger and go! What we're basically talking about here is death and glory on a grand scale - and there are so many islands to conquer you're not going to complete the game in a hurry. Recommended to everyone who wants a bit more 'oomph' in their console games.

PAUL RAND



GRAPHICS	%	**89**
SOUND	%	**85**
GAMEPLAY	%	**92**
VALUE	%	**90**

CVG 90 HIT



THIS ICON IS: GET FOOD

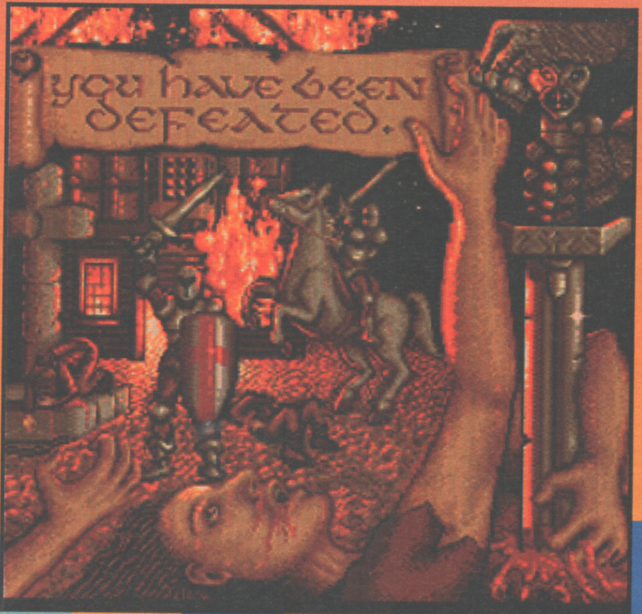
THIS WILL GET FOOD FROM SETTLEMENT OR FOOD SACK.

GREAT PRESENTATION IS EVERYWHERE AND DETAIL IS OF GREAT IMPORTANCE.

NOW THOSE LITTLE PEOPLE WILL PAY!

SILENCE OF THE LAMBS

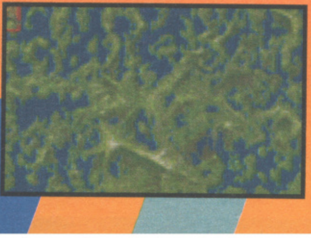
Someone, somewhere once said an army marches on its stomach, and that's true in Powermonger. Your troops have to be kept well fed, otherwise they nip off back to their villages. There are several ways to gain food to keep the lads happy; during autumn, just after the harvest, barns are usually stocked to bursting point, so it pays to send your troops to nearby villages to relieve them of their stores. Another good food source are the sheep which mill around most lands - point your men towards one and they'll happily reduce it to so many doner kebabs.



you have been defeated.

GENERAL ACCIDENT

Commanding armies is a big job at the best of times, so it's fortunate that you can off-load some of your soldiers onto other generals. Although you start off on your tod, any enemy generals defeated in battle, faced with the alternative of execution, choose to join your ranks. When you've recruited one they can be given control of some troops then sent out on a conquering spree themselves. Alternatively they can be employed as spies; in this role they skulk off to an enemy village and relay vital information on troop movements. This is a risky business, as the penalty if caught is on-the-spot execution.



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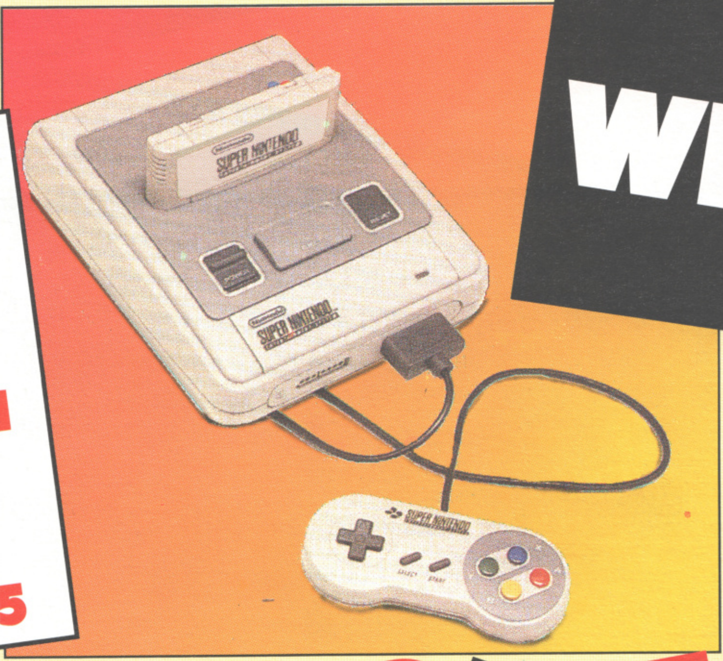
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AMAZING TENNIS

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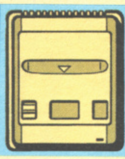
SPORT SIM



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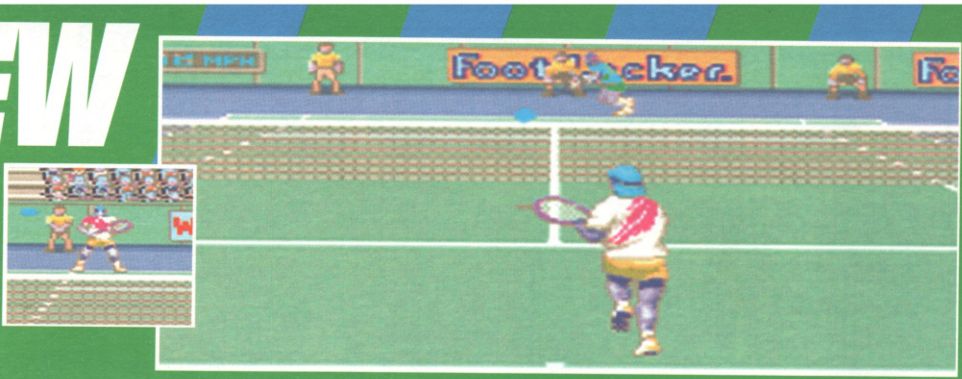
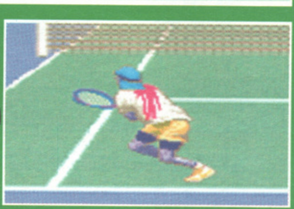


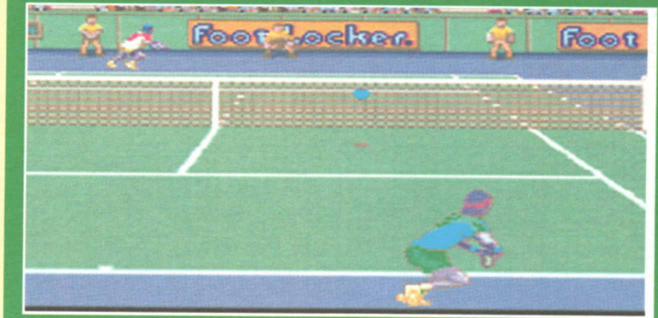


Remember Wimbledon? It's that delightful place in London where it rains for two weeks solid in the summer and some bloody Yank always takes that lovely cup away with him. Okay, so this isn't a Wimbledon game but it's all tennis, so what's the problem? Amazing Tennis puts you in the shoes of a young hopeful in the world of spongy balls and ninety-year old umpires. You start off as a sad man and have to move your way up the ranks as quickly as possible. So pull on yer shorts and remember the golden rule of tennis - that nice umpire is always right

Amazing Tennis really had it's work cut out if it was ever going to beat the current Super Nintendo king of sport sims, Super Tennis. It gets an incredible head start, with some of the most realistic graphics seen on a game of this type, but hey kids, as Aswad once said, "Beauty's only skin deep". Amazing Tennis manages to keep up its impressive start by coming through with very realistic gameplay and a wealth of different shots to play - the timing of your swing has been captured perfectly to give tons of scope to improve your game by changing when you swing. The game lacks that special something to take it to the dizzy heights of its fabulous forefather, but an excellent piece of raquet action nonetheless.

PAUL ANGLIN

GRAPHICS	%	**90**
SOUND	%	**92**
GAMEPLAY	%	**89**
VALUE	%	**88**



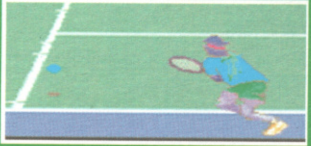
CRAZY PAVING

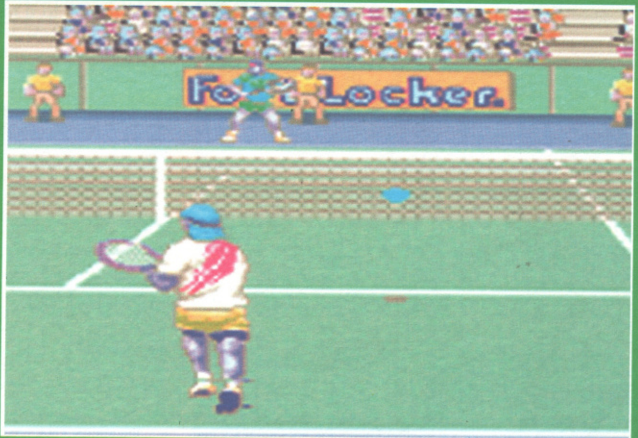
There are three different types of surface to play on - hard, clay and, of course, lawn. There is actually more of a difference between surfaces than you'd imagine; the main one being the amount that the ball bounces on each. On a hard surface the ball will come off the surface very fast, making it a real pain to hit. Clay is the exact opposite and will slow the ball down hideously, which makes for a much more technical game. Lawn gives the best of both worlds; it's fast - but not that fast.

IT'S ALL PART OF THE GAME

The most fun part of Amazing Tennis, as with most sports sims these days, is the two player option - but that's not the only style of play by a long chalk. There's also the tournament and a head-to-head with any of the SNES-controlled opposition. The tournament pits you against better and better players until you get knocked out or win the championship, the only bummer being that there's no password feature to continue when you switch off.

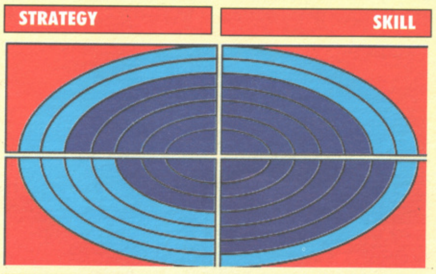
THANKS...
..to Shekhana Consoles (081340 8565) for the Review cartridge.





REPLAYS INSTANTLY

Amazing Tennis is the latest in a long line of sports games that has made use of the action replay option. The one seen in Amazing Tennis works a little different to most - the R and L buttons act as a rewind option, and it automatically replays at slow motion. To call up a replay at any point in the game, just push the appropriate button and hey presto!



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89
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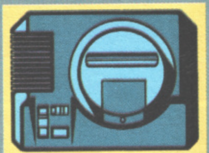
MEGADRIVE

PLATFORM



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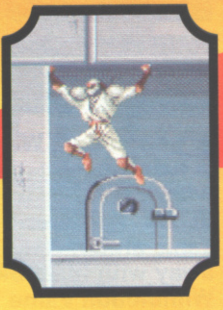
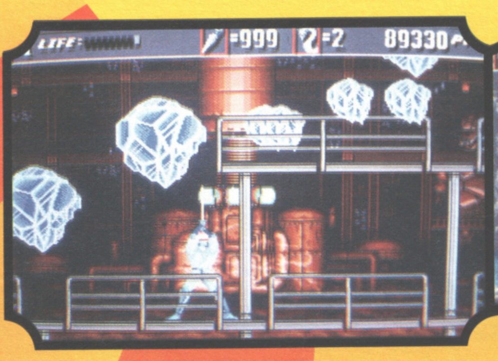
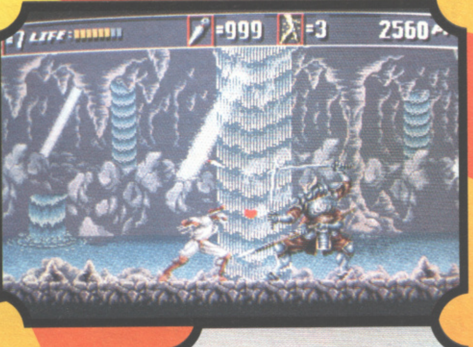
SUPER SHINOBI II



Joe Mushashi isn't really the kind of guy you would like to cross swords with, as it were. He's been known to slice and dice the odd ninja at the drop of a hat and doesn't think twice about dishing out a fair sprinkling of Ninja magic-related grief. Considering all this, it's a bit surprising that the Neo Zeed have put themselves in his firing line by invading the world. Silly people, eh? The Neo have taken over eight parts of the world, divided them all up into sub-levels and stuck a huge nasty boss at the end of each one. Well, our friendly sword-wielding ninja guy is having none of this, so he's took out his best sword, cleaned up his climbing boots and trotted off to kill some bad guys. Ain't war hell?





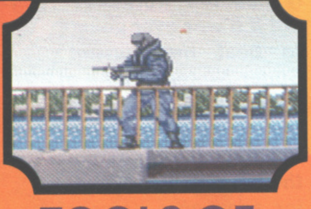
This must be one of the most eagerly awaited sequels in a long time. If this could go anywhere near matching the brilliance of the original Sega we're onto a winner. The question is does it? Errm no not really.

As good as Super Shinobi 2 is it just doesn't have that awesome mix of action and graphical excellence that the first one was so full of. The graphics look a little better with some really topper backdrops and Joe himself has had a bit of a facelift and been given Ultimate Warrior type arm-ties. Once again the music is absolutely superb with some really hard thumping rock tracks and some brilliant effects. Game play has been made a little more involving with some new moves and other treats but there's just something missing to make it a classic. As it stands Super Shinobi 2 is a very good game which is worth getting but you shouldn't expect to see the original beaten.

PAUL ANGLIN

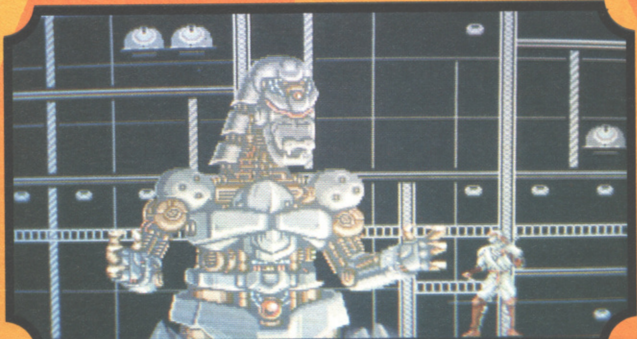
BEEN AROUND THE WORLD

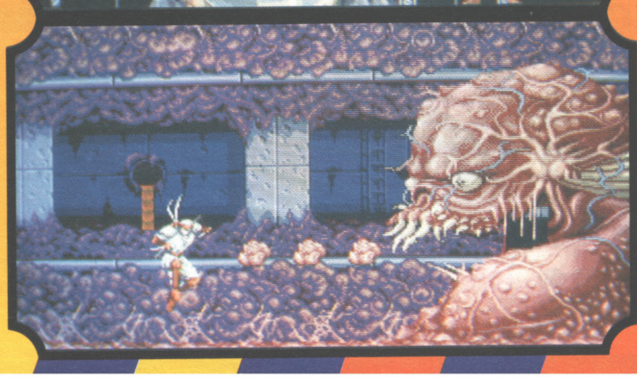
Seeing as the Neo Zeed have taken over eight different parts of the world you can expect to see some pretty different scenarios. The action commences in an underground cave with lots of waterfalls and other such delights, then the action moves to a factory where Joe must dodge a few crushing machines and the odd conveyor belt. Later on you can expect to battle through such scenes as a huge airship, a genetic laboratory and later, the despicable temple of the Neo Zeed themselves.

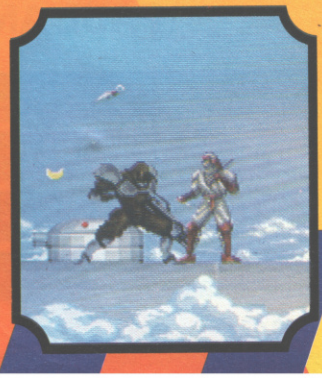


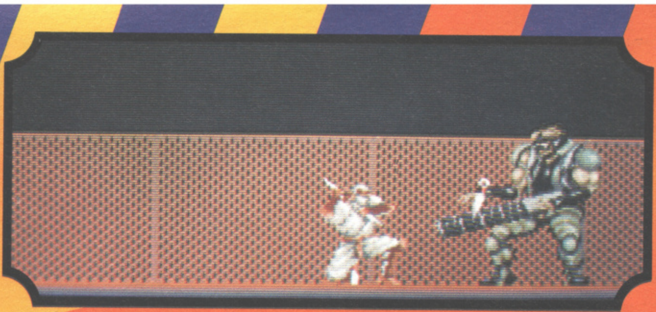
TOOLS OF DEATH

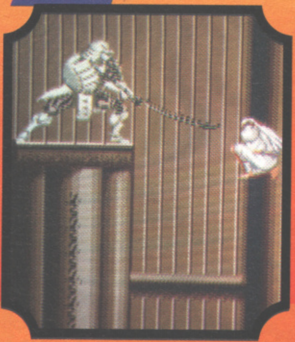
Joe's main weapon is his ninja shurikens. These can be just thrown liberally around or, if you pull off a somersault and throw them at the same time, you can chuck a barrage of eight at a time. You can start the game with a maximum of ninety shurikens, but you'll have to go carefully with them and collect as many as you can, but if you're clever and can remember how you can use the cheat from the original you'll get yourself infinite shurikens. Good, eh?





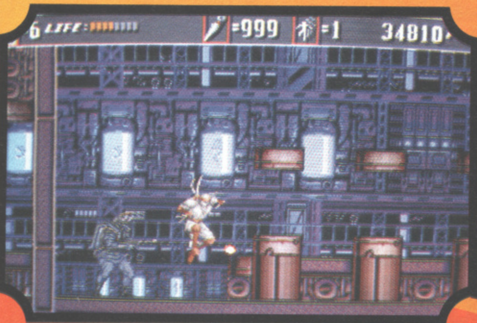


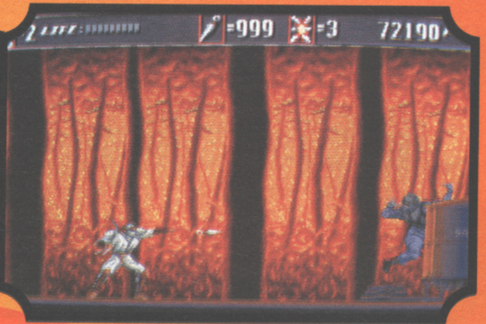


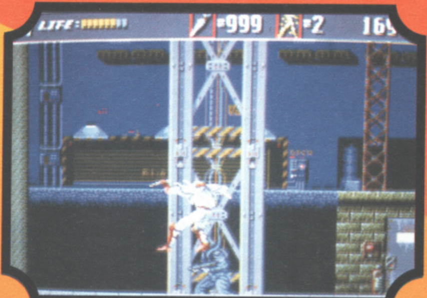


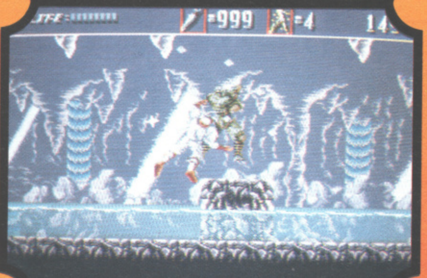
ALL THE RIGHT MOVES

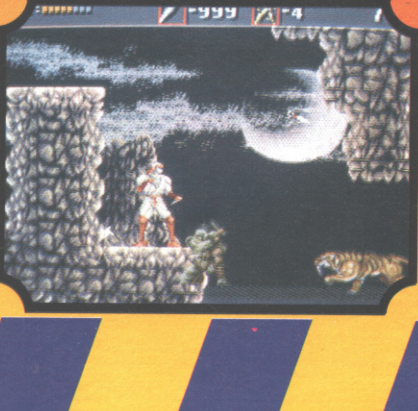
Young Joseph has certainly been in training since his last outing, having managed to learn a stack of new moves to help him in his quest for, erm, killing people. Shinobi can now perform a double jump (a bit like that seen in Super Ghouls and Ghosts), cling to the wall so that you can climb up it, or you can swing from the ceiling in a Tarzan-esque manner. All these moves are very simple to pull off and are just a case of some nifty hand movements. The somersault has remained unchanged from the first game, though.





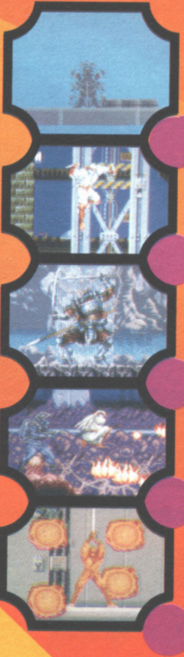






TAKE YOUR PICK

There are a stack of pick-ups to be had in Shinobi's land of wonderment and they're all of great use to your quest. All pick-ups are hidden in brown crates, and to get them you simply smash them with your sword and walk over them. The three most common collectibles you'll find are extra points, extra lives and the odd bit of magic lying around here and there.



As in all his previous adventures, the boy Mushashi is well stocked up on his Ninja magic. This time he has five different types - and here they are!

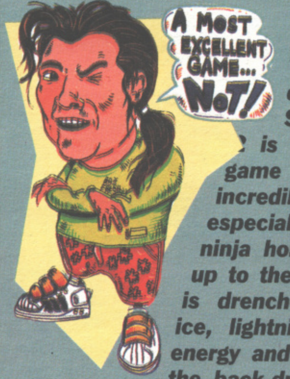
Mijin: This sees Shinobi plant his sword in the ground and commit Hari Kiri! Although this takes away one life it causes huge damage to anything on-screen.

Fushin: Shinobi disperses his weight, which allows him to jump higher and faster.

Ikazuchi: When called upon, the magic of Ikazuchi creates a wall of lightning around Shinobi which protects him for up to four hits.

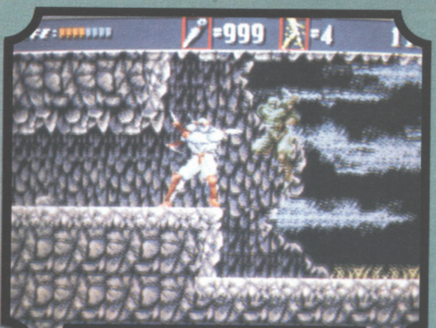
Kariu: By calling upon the power of magma from deep in the earth, Shinobi can create walls of fire.

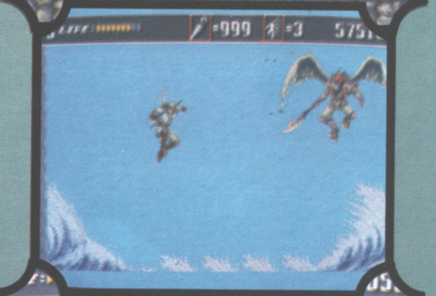
Hakuriu: The power of the white dragon reduces the temperature, thus turning all the baddies to ice - but the effect doesn't last long.

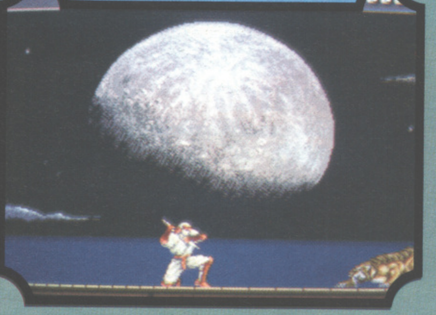

A MOST EXCELLENT GAME... NOT!

There's no denying that Super Shinobi 2 is a high-quality game with some incredible effects, especially when the ninja holds his sword up to the heavens and is drenched in purple ice, lightning, electrical energy and the like, but the back-drops, however well drawn, are very plain. Animation of the massive main sprite is also excellent, especially when he swings from the rooftops, and the guardians are awesome in size, detail and dangerousness. The tunes are tops too, so what's the problem? As platform adventures go, it's just so average. There's a real lack of baddies and, although the man is armed to the teeth, he seems to be all dressed up with no one to slice and dice. I'll stick to the recent Game Gear offering for my kicks!

STEVE KEEN

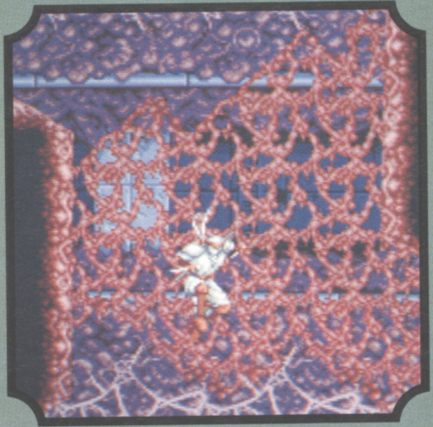






Ninja antics in downtown city central - WOW! Super Shinobi 2's been given a right boost with some extra moves, including gripping to the walls and ceilings, turning our master into a veritable Spiderman! The old ones have made a welcome return too, so there's no reason why this game shouldn't be a classic like the first! Well, to some extent that's not the case. The animation and sound are the dog's breakfast, but the game-play is not radically any different to the previous offering. Not that that's a bad thing, but you do come away from the game with the feeling that you've done it all before. If you've never had your mitts on the original Super Shinobi saga before, then this sequel is definitely the one for you - this is a very good game. But if you're expecting a real stunna, wildly different from the first game, you could be left feeling a little flat.

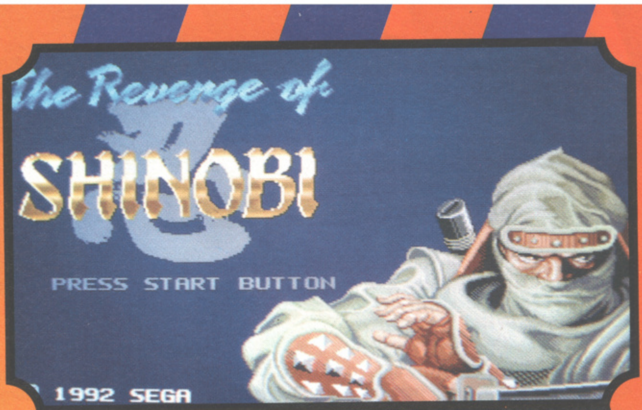
PAUL RAND

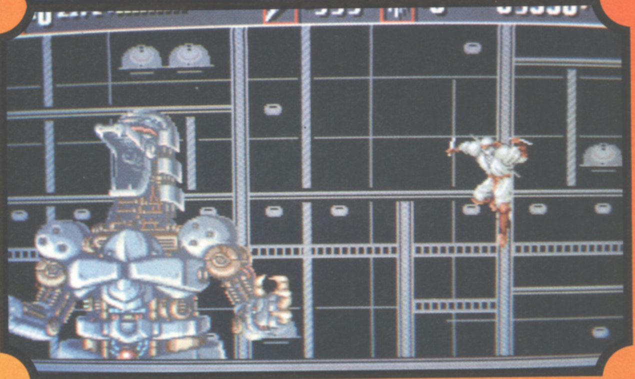


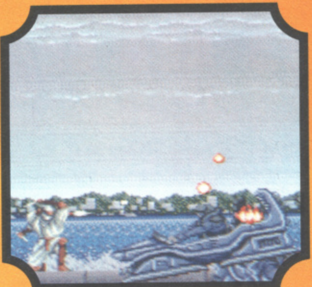
GRAPHICS	%	89
SOUND	%	89
GAMEPLAY	%	85
VALUE	%	83

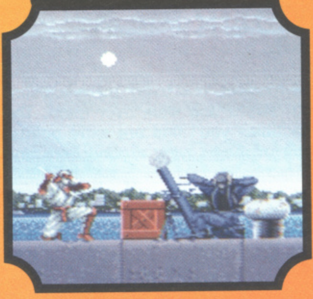
GUARDIAN GUYS

Super Shinobi 2 carries on the trend set by the original by coming up with some massive bosses. The first end-level baddy looks very reminiscent of the first one in the original game, but he's got more weapons and is dead hard, so who really cares? The second boss looks amazingly similar to Gazoo from the Flintstones, but he's a lot harder. From here the baddies go from difficult to nigh-on impossible and you'll be up against such things as a big mutated head and even the Neo Zeed themselves!



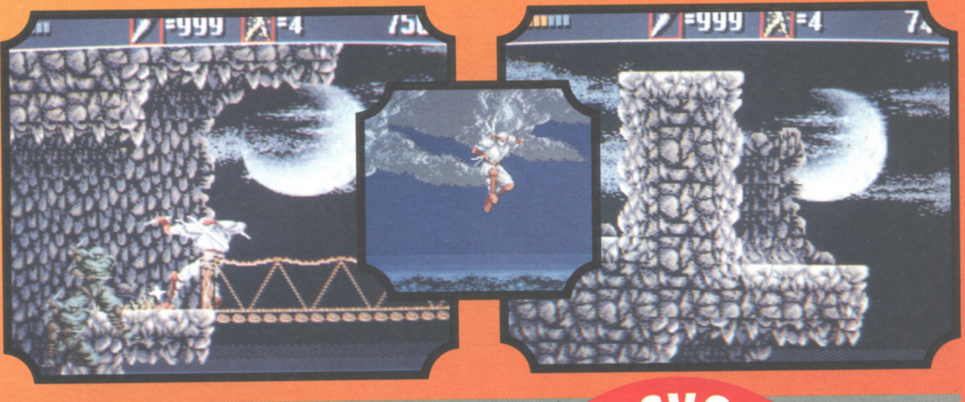


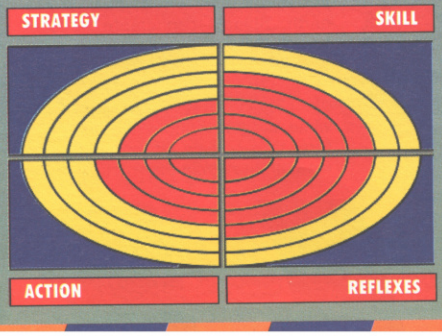




SHINOBI KID IN SHADOW DANCE SHOCKER

The Shinobi series has taken more twists and turns than possibly any other game before it. The saga began way back in '87 with the release of Shinobi the arcade game. This was a massive hit in the arcades and was then converted onto almost every home format known to man, with the PC Engine version being one of the best. The sequel came into being on the Megadrive; Revenge of Shinobi was an even bigger hit than the original and helped to sell many a 16-bit Sega. Then came a third - Shadow Dancer. This appeared in British arcades at the turn of the decade and, unlike the previous two, was nothing very special. The inclusion of Joe's dog was a bit of a laugh, but that was about it. This was also later converted to the Megadrive - and wasn't too hot on that, either. So now we have Super Shinobi 2 - or should that be Shinobi 3? Or Revenge of Shinobi 3? Or Shadow Dancer 8? Does anyone know? Does anyone care?





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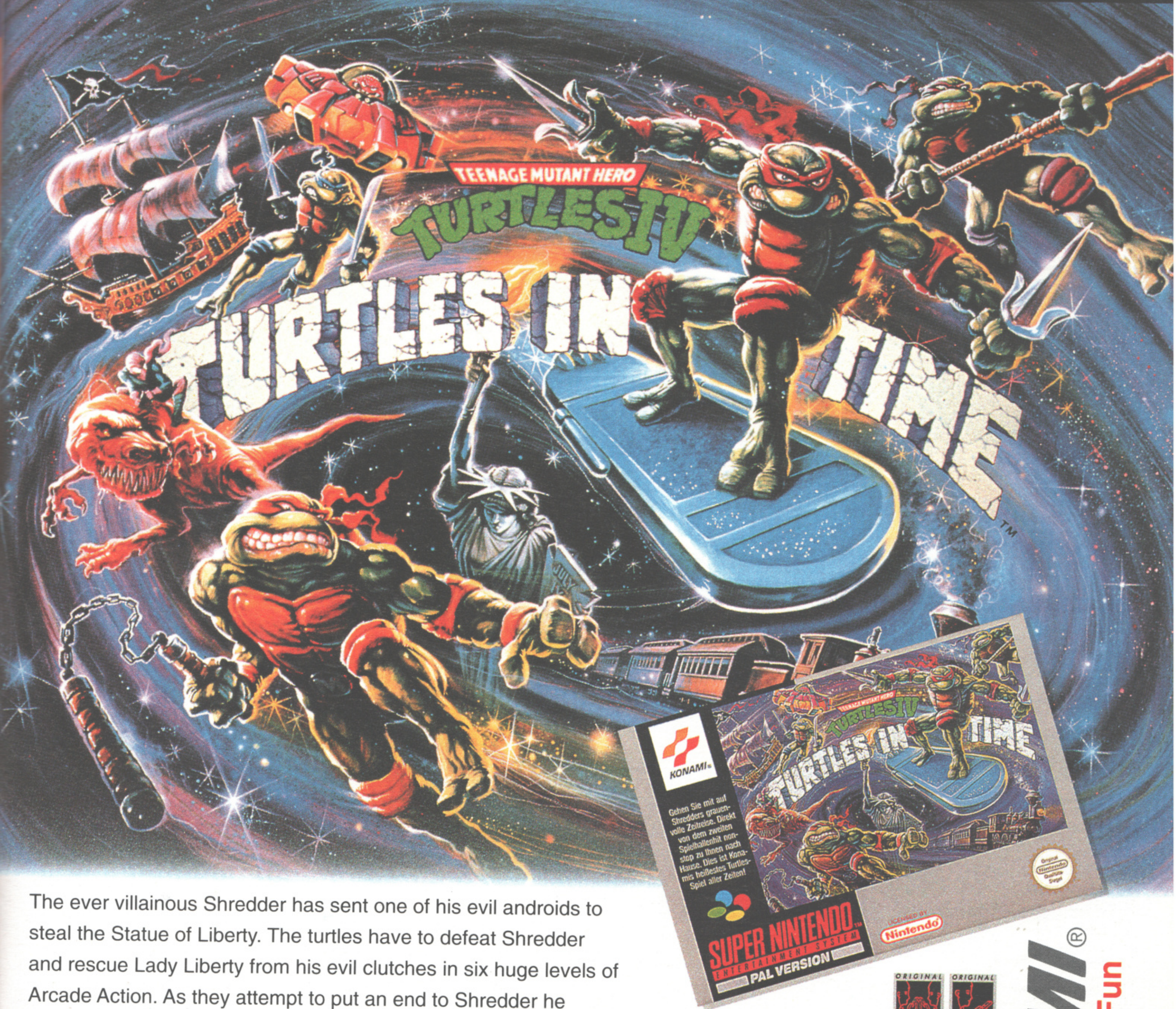
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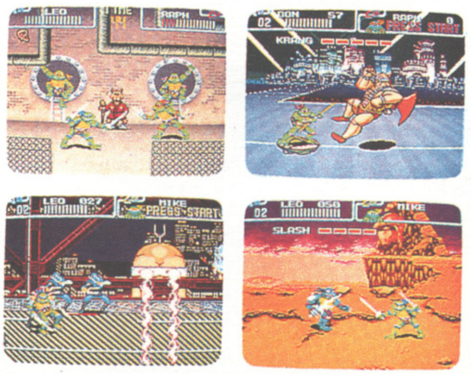
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KRANG
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GAME BOY
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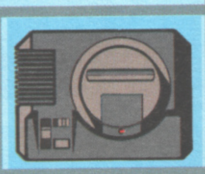

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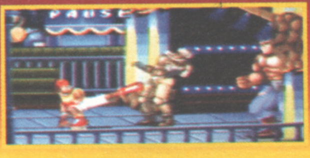
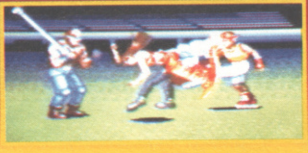
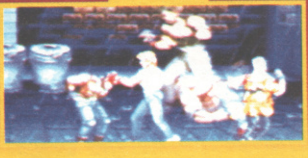
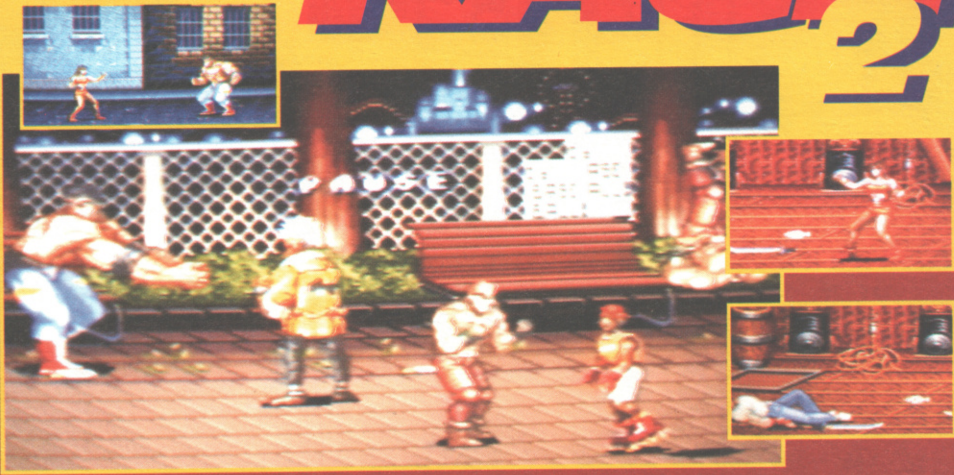






STREETS OF RAGE 2



WOW! Get a load of this! Is this an arcade quality beat 'em up or what? When the words on everyone's lips seems to be Streetfighter 2, this one's kinda crept up on us. Sure, we knew it was coming and everyone thought that the original Streets Of Rage was an absolute monster, but nothing had prepared us for this! I mean this game deserves to come complete with its own arcade cabinet and monitor, it's just devastating! We won't bore the socks off you with plot and storylines, 'cos let's face it, when you've got a product this hot who the hell cares! Get down to it!

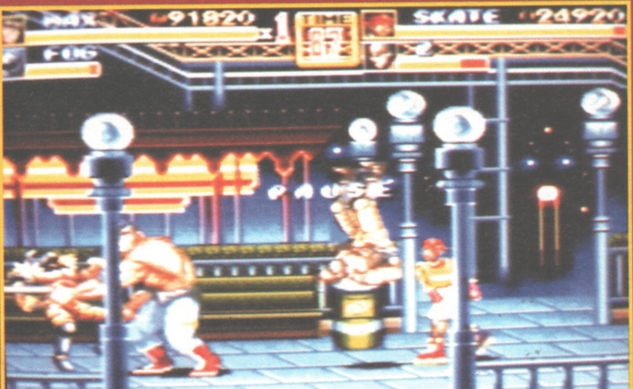
POPTASTIC, MATE!
DAVE

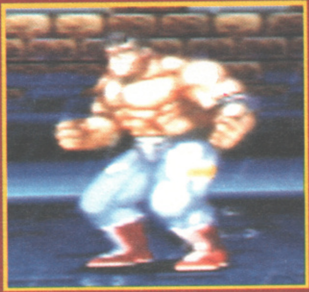
Streets of Rage 2 is without doubt the finest scrolling arcade beat 'em up on any format - Neo Geo included! Imagine taking Streetfighter 2 and dumping the characters into a horizontally-shifting arcade extravaganza and that's basically the result you get with this game. Sega say that there are 20 moves for each character and I doubt that, but what is certain is that there are more moves than you've ever seen anywhere else on a Megadrive game. There are three difficulty settings on offer and I'd recommend you give Easy a wide berth or you'll spoil your enjoyment by finishing too quickly. There's so much to do and so many combinations of characters and fighting techniques, the game will grow on you more each time you play. Music and spot effects are stunning, the animation is bladder-breaking and the variety and presentation put everything else that's come before it so far in the shade they'll need a map to find their way out again! Make sure that this is the absolute next cartridge you buy or you'll be weeping into your pillow for months to come!

STEVE KEEN

VAMPIRIC OFFERINGS

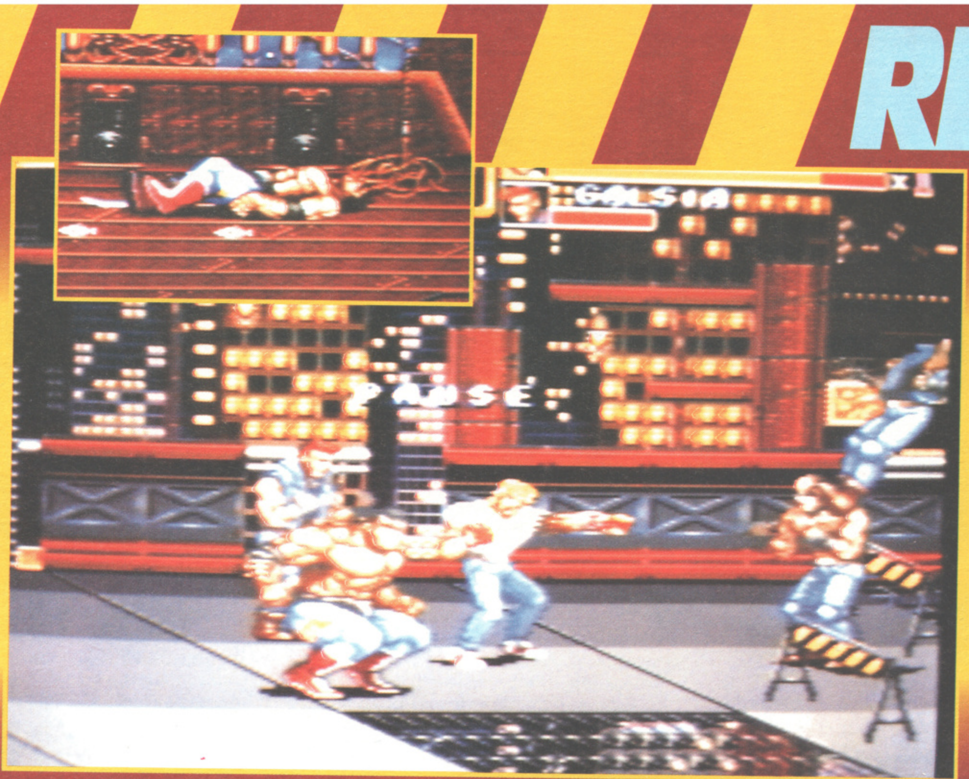
Let's go straight for the jugular - Streets Of Rage 2 is not your every day, run-of-the-mill sequel - this baby is almost an entirely new game. The hard-hitting street brawlers Axl and Blaze make a welcome return, along with two totally new characters! Max is ae massive wrestler type; he packs in more power than Motorhead on overdrive! And Skate, Adam's brother from the original, travels everywhere on roller skates which he uses to get into fights with lightning speed and zip out again unhurt! All the characters are available for selection, so as you can guess, you'll really be spoilt for choice





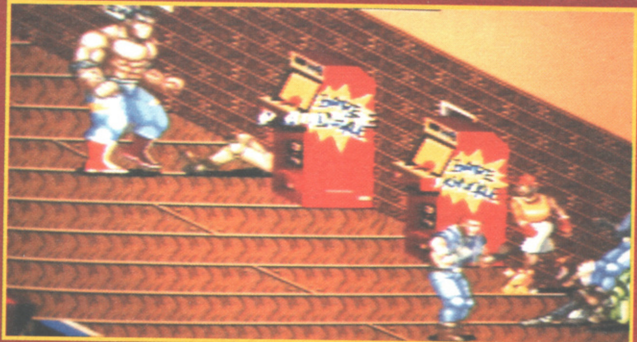
TEACH A DOG NEW TRICKS

The guys haven't been idle since the last adventure and they've all learned a series of special moves to delight and amaze. Each character has twenty, count 'em, forms of fisticuff attacks! Axl's managed to learn the Flaming Punch that transforms his fists into scorching torches, as well as an incredible five-hit combination ending in a fearsome upper-cut - both straight out of Street Fighter 2! Blaze has her incredible back-flips and can shoot bolts of plasma, fire-bolt style, from her fists! Max has a charging run like a locomotive, that knocks everyone bandy, not to mention his double-handed spinning hammer-punch - very deadly - and Skates performs a flying roll and head-butt, along with a head-pummelling move whereby the young scamp jumps on a thug's shoulder and smashes him about the head! What a BOY!



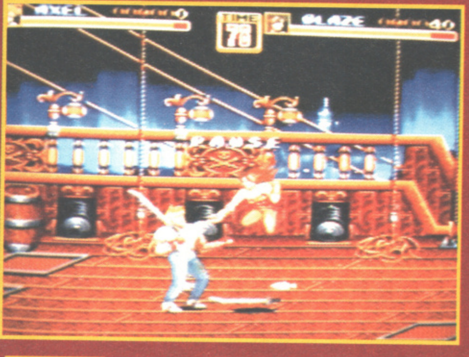
WEAPON 'TASTIC MATE!

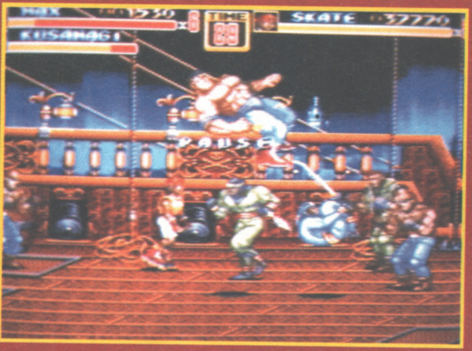
The scrolling action takes place mainly from left to right, Final Fight-style but, on some stages, head-cracking takes place up and down diagonally across the screens too. The scenes change dramatically; the normal ghettos are home to most of the action, but there are seedy pool halls, sawdust arenas, dingy fog-filled warehouses and even a pirate ship to kick ass in! All these scenarios give rise to loads of different weapons that players can pounce upon for extra defence; dice opponents up with knives and swords and break skulls with lead pipes. All can be wielded by hand or chucked at opponents - great stuff



PALLET PARADISE

Backdrops are brilliantly detailed and packed with plenty of interaction, with objects such as vending machines, tables and barrels that shatter whenever anyone goes near them. Simultaneous two-player action allows even more variety, as friends can grab and swing off each other for extra-lethal attacks! The screens are literally jam-packed with different enemy sprites, with punks, thugs, bikers, pirates and massive guardians all exquisitely drawn and boldly coloured. There's a huge Mohican bloke that comes at you on one stage who's even bigger than Max, and an electro whip-wielding pain mistress who lashes you into submission on the earlier levels! These are the chaps and chapesses that you should save your special moves for, as whenever you let loose, you eat up some of your own energy as you rob your opponents of theirs.

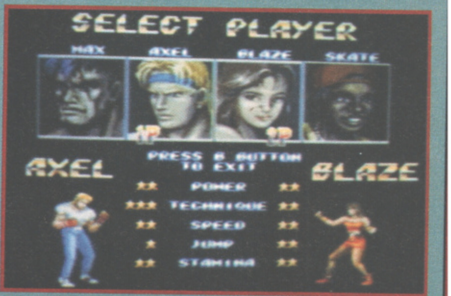


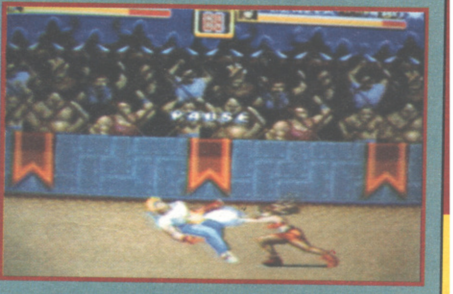


Kickin'!
TWANG!

t's sequel central this ish! Just like Super Shinobi 2, Streets Of Rage 2 has been hyped until breaking point but, unlike the ninja's second coming, the hack 'n' smack sequel has come out looking immensely better than the original! Streets Of Rage 2 packs a whopping sixteen megs of memory - yes, as much as Streetfighter 2 - and every little byte has been used to full effect. Sega have left nothing to chance with this cart - everything about it has been polished until you can see your face in it! The hyper-violent gameplay grabs you by the throat from the very moment you pummel your first bad guy, and don't expect it to end there. Although the game's too simple on Easy setting, put it on Normal or Hard and you've got a hell of a challenge! The duel mode is a bit of a laugh and, although it provides no real challenge to Streetfighter II, it certainly gives you a good chance to polish your sad scrapping skills. One of the funniest aspects of the game is Skate's special move; it's great to see a cheeky young shrimp leap onto someone's shoulder and whack seven bells out of them (watch out, Randy (Try it - Randy))! After the slight disappointment that is Super Shinobi 2, this is just the kind of thing that Sega need!

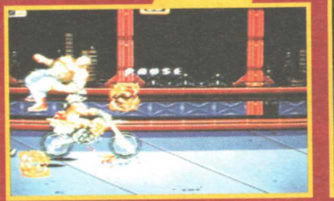
PAUL ANGLIN

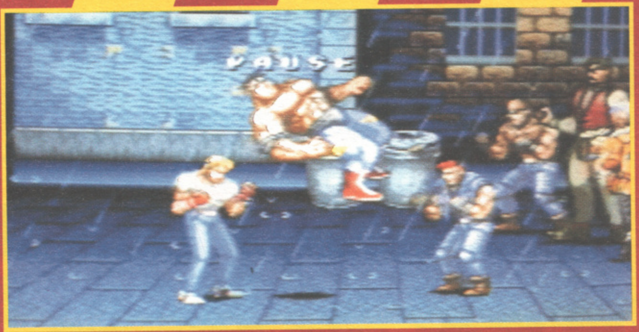




The 'Street Fighter 2 vs every other beat 'em up debate' is set to rage for months to come - until the Megadrive version comes out any-road - but in the realms of arcade scrolling fight fests the big Sega now has a real champion of champions! No messing - Streets Of Rage 2 is the best fun you'll have knocking pixels about the screen outside of the Streetfighting arena. The whole package drips class, from its brilliant presentation and fantastic characters to the immense handling by the machine of the huge sprites and sheer weight of baddies and heroes on-screen at any one time. And does the game suffer from any loss of speed? Does it hell! The action never slows down for even a nanosecond, which is incredible considering the Megadrive's lack of custom chips. Sega have come up trumps with this beauty - definitely one cart I'd sell my collection of used tomato ketchup bottles for. And that's saying something!

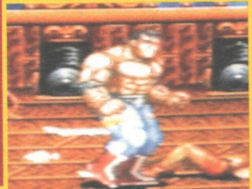
PAUL RAND

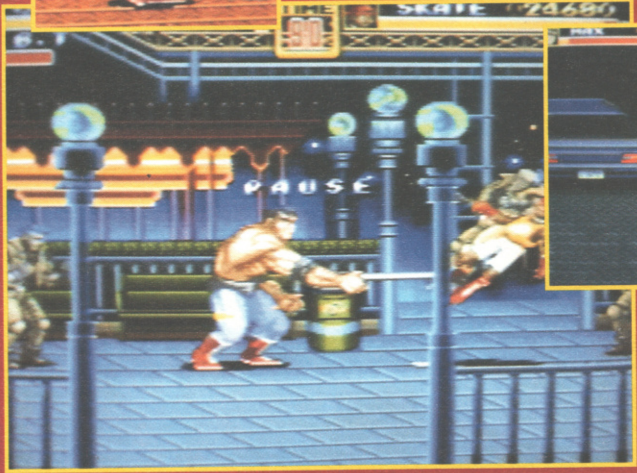


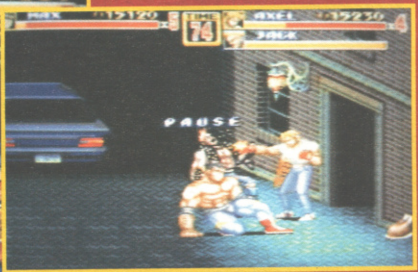


ONE ON ONE - TWICE THE FUN

As if packing in the action like sardines in a matchbox wasn't enough, the absolute crowning glory is the inclusion of a 'Duel' round, that lets two players go head-to-head with any of the characters over all eight locations. You can use all your moves in a Streetfighter-type brawl to the death - and even pick up the various weapons you'd find in the game, depending on the scenario you choose to fight in! Awesome!





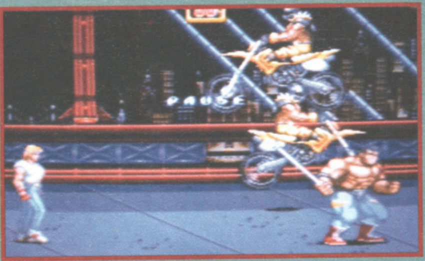


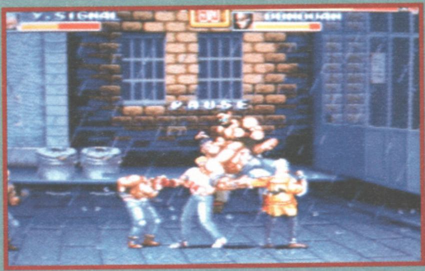
PADDING IT OUT!

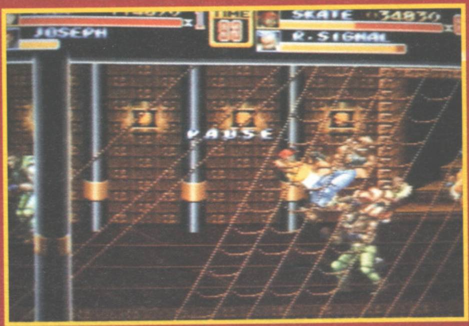
With all the moves you've got to master, you may think that the control system is going to be as complicated as the Hubbel Telescope Users Manual! But it's actually stupidly easy to figure out - button A is reserved for the first special move, whilst hitting A and double-pressing left or right activates the second. B is reserved for the basic jabbing and kicking attacks that don't use up any energy and C makes you jump. Easy, huh!

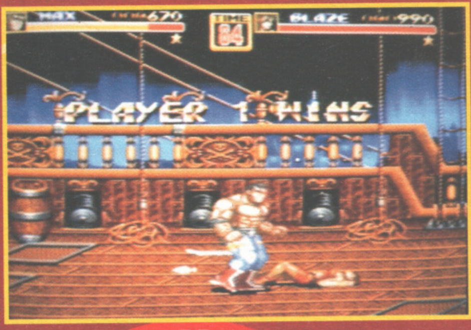
COME OUT FIGHTING

There are six rounds for the heroic duo (or uno!) to fight their way across. The action starts off Downtown, before moving slowly towards the Bridge with a ton of bodies left behind. Things heat up further down at the Amusement Park and Stadium - then it's onto the Pirate Ship for baddy-bashing ahoy, before jumping into the Jungle and hitting the Enemy Headquarters to rescue Skate's brother. Why couldn't he just have stayed at home, all safe and sound?

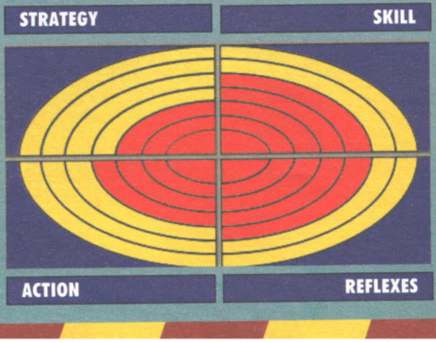








GRAPHICS	%	85
SOUND	%	88
GAMEPLAY	%	90
VALUE	%	91



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REVIEW

SUPER NINTENDO

PLATFORM

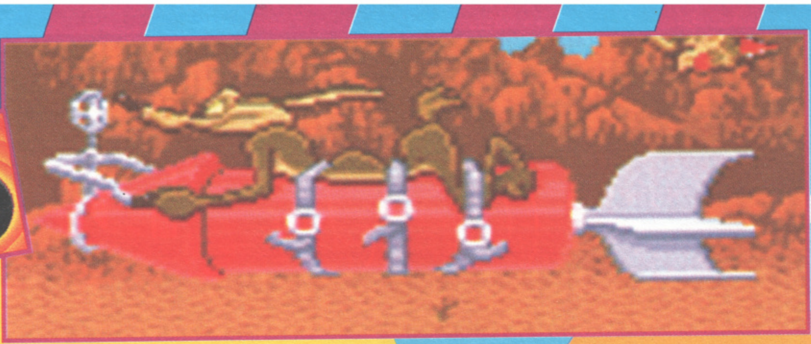
BY SUNSOFT
£54.99

For years the carnivorous Wile E Coyote has been pursuing the Road Runner across scorching deserts without so much as a feather to chew on for all his efforts! The traps and devices that he buys to counter Road Runner's incredible speed get even more ridiculous - you'd think he'd have the sense to invest his dosh in a fridge freezer and a couple of dozen frozen chickens!

A MOST EXCELLENT GAME... NOT!

Gobsmackerama! There are 20 levels of Road Runner antics to feast your busting eyeballs on and the graphics just get better and better! The sound was absolutely spot on too, with the crazy Merry Melodies theme tune springing out of the speakers. Honestly, there's hardly anything to tell the game apart from a real cartoon, especially when the Coyote and Road Runner do battle one-on-one and the cheeky bird jumps up in the air to put on a extra bit of speed, shooting just out of Wile's clutches - the predator even turns towards you and gives you that famous disappearing look as he plummets 500 feet down a cliff face! However, there are so many niggles in the game-play. Road Runner has a real problem jumping from platform to platform and you have to get the bird's body perfectly positioned to stay on - no mean feat when some rocks are less than an inch wide and the bird needs two inches stopping distance to come to a halt! There aren't enough long stretches in which to let loose your incredible speed either, and after all, that's what everyone wants to do with this game. If you race for too long you'll either miss everything on the level in a blink of an eye, speed off the edge of a cliff to instant death or come to a grinding halt by hitting a spiky obstacle. Don't write it off though - it may be torturous to play, but it's still a laugh.

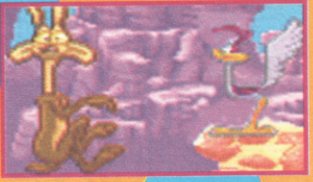
STEVE KEEN



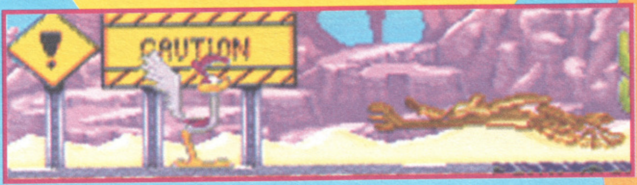
Wile E rides the obligatory Acme Rocket... usually into a brick wall!

CRETINUS CARNIVORI

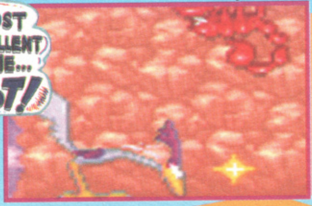
Death Valley Rally features the smartest cartoon graphics you've ever seen! The huge rocky landscapes featured in the cartoons are perfectly recreated and the speedy bird tears along in a blur of speed, whilst his body remains stationary, just like on the telly. Skidding to a halt, Road Runner can turn his heels up on rodents, scorpions, snakes and the like to squash them under his feet. If you fancies the more direct approach he can peck the blighters with super-fast beak action too. Fierce!



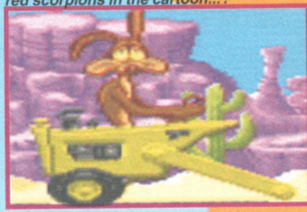
Don't worry - it's only a 1000 ft drop!



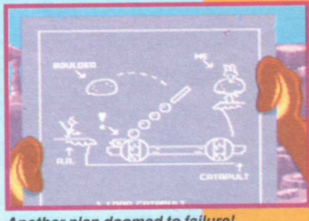
Caution never was one of the Coyote's strong points!



Don't remember there being giant red scorpions in the cartoon...?



Wile E Coyote in losing mode...yet again!

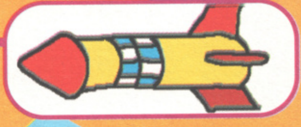


Another plan doomed to failure!

MEEP! MEEP!

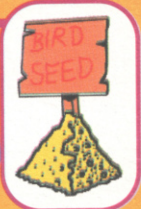
Most of the energy-robbing obstacles can be pecked out of your path. Cacti, spikes, scorpions, cake throwing monkeys and bats are easily disposed of - if you see them in time to stop! Wile's your main problem as he roams the levels with you in mind for his next meal, but he can be dodged pretty easily if you turn on the speed. At the end of each stage Wile climbs aboard one of his huge contraptions and you get a few seconds to look over his shoulder at the blueprints. They betray the machines' weaknesses and, by some swift pecking action, you can turn them to scrap!

ACME ROCKET PACK (TO FIT COYOTE)



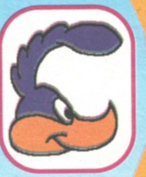
What game would be complete without a stack of pick-ups to grab and use? Road Runner is no exception - let's take a look at what's on offer!

BIRD SEED



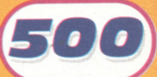
Peck this lot to death to add extra energy to Road Runner's speed gauge.

1 UP



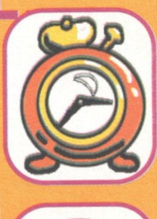
You can never have too many lives - not in this game! And this handy chappie sticks an extra one on yah!

500



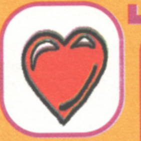
No prizes for guessing that this icon bumps up your score.

CLOCK



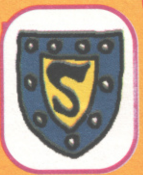
Run over this to freeze all your enemies and the time counter.

HEART



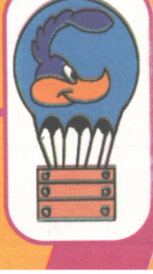
Fills up Road Runner's health meter and makes him as good as new!

SHIELD

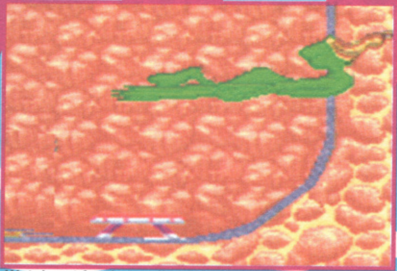


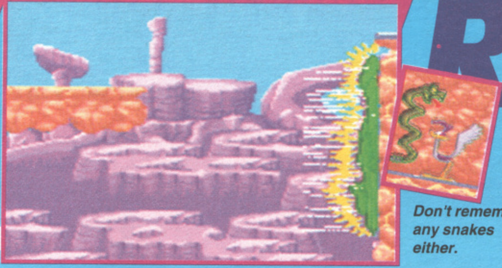
Gives invincibility, but only for very short periods of time.

PARACHUTE



These guys are as rare as purple nut caramels in a box of Quality Street. They float down from the top of the screen and could hold any one of the above items. Just peck them to reveal what's inside.


Watch out for that wall ...doh! Never mind.

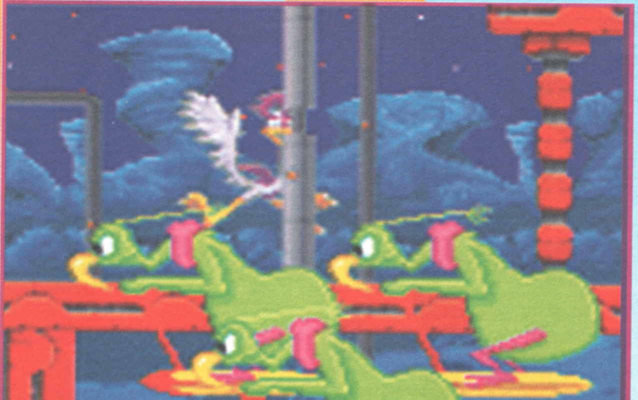

Don't remember any snakes either.

BIRDICUS SPEEDICUS

The idea's simple. The platforms are covered with multi-coloured flags - just speed around the levels and pass the flags whilst avoiding Wile E. The flags come in four colours, worth 500, 1000, 5000 and 20,000 points depending upon the hue. If you shoot off a cliff or are killed by any one of the dozens of traps or creepy crawlies you'll be returned to the level at the last flag you passed before dying. That's great, because it can be a real pain struggling with some of the trickier ledges and obstacles which took you ages to crack first time around.

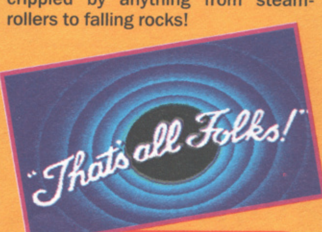
ROAD RUNNER'S

DEATH VALLEY RALLY


Road Runner looks on as Coyote makes another clumsy attempt to invite him to dinner!

FREE! BIRD SEED!

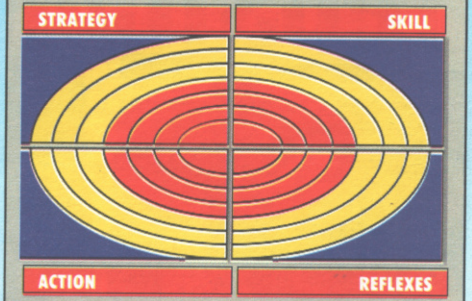
Wile's no slouch either and on most of the levels he'll give you a fantastic chase for your money. It's not until the end of a stage though, that he starts to show his form and he begins to use his famous ACME paraphernalia. Climbing into balloons, throwing exploding planes, strapping himself to huge rockets and even dressing up as a pterodactyl to hound you across the platforms all go to make up Wile's repertoire! If you manage to avoid him 'til the end, you get treated to a great animation of the Coyote's fate. He'll fall off cliffs, blow himself up, get flattened by his most devastating creations and generally be crippled by anything from steamrollers to falling rocks!


"That's all Folks!"

THANKS... to Shekhana Consoles (081 340 8565) for the review cartridge.

Road Runner - great! The 'Meep! Meep!' shouting bird is my all-time favourite-ever cartoon character of all time - apart from Wile E Coyote, that is. And I thought I was in for a real treat when the game started up; graphically it's brilliant, with character sprites that match the originals to a tee (even if the Road Runner's turned from blue to purple) and a whole array of animated sequences showing Wile E's various deaths! What brought me back down to earth faster than a coyote trying to run off the edge of a cliff was the gameplay; excuse me, but what the hell you doing turning this classic cartoon into a platform game?!Road Runner is all about speed, and although he can get up to some staggering miles per hour in the game, if he does he's going to miss all the goodies scattered around and basically finish each level straightaway. Graphics do not a game make, and although Road Runner is jolly enough, it has to be said that this is basically a waste of a potentially blockbusting license.

PAUL RAND



GRAPHICS	%	96
SOUND	%	80
GAMEPLAY	%	70
VALUE	%	67

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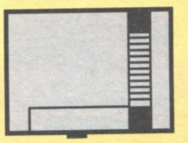
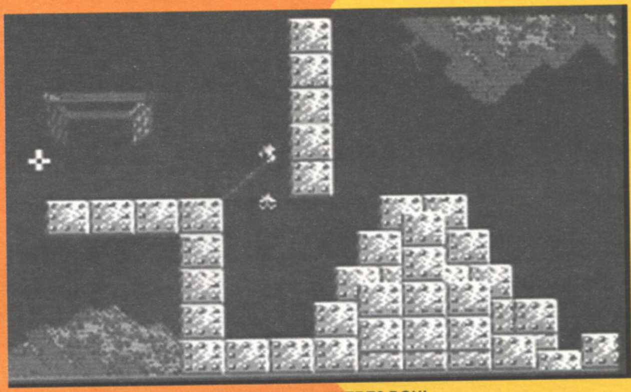


What's small, stupid and throws itself off tall things just because its mates are doing it? A lemming, of course! These pitiful little creatures don't have much going for them - or at least, they didn't until Psygnosis made them stars in what became one of the most important games ever. After a string of conversions, the green-haired goons come to the 8-bit Nintendo to amaze a whole new audience!You control the Lemmings, who must escape each level before time runs out. The number you get and the amount you must rescue changes with each level - lose one two many of the little blighters and you might as well throw yourself off the top of a ciliff!

Kickin'!
TWANG!

You've got to be a sad man not to like Lemmings. And you've got to be even sadder not to have seen it before - it's available on practically every machine under the sun! Add one more to the total now, 'cos the game's been converted to the NES - and it's a cracka! You really can't go wrong with the graphics in Lemmings, and Ocean haven't - they've been recreated excellently, even if they do tend to disappear at inopportune moments because the Nintendo's a bit crap at sprite handling. They're cute, cuddly and hilarious when they die - the lads explode into masses of pixels; all very tasteful. Gameplay is spot-on; fast and furious, especially when there's a mass of Lemmings all heading toward their doom and you've got to somehow rescue them! You all know the game and the NES is more of the same; brilliantly addictive, great to look at and just totally brill. And who says the 8-bit Nintendo is on the way out?

PAUL ANGLIN



WHY ON EARTH IS HE BUILDING A BRIDGE THERE? DOH!

WHOOPS - APOCALYPSE!

So you've had one too many Lemming killed off, there's no point continuing because you know you can't finish the level and you just want to start all over again. A chore? No, there is a simple answer - Armageddon! This handy little device wipes out all those annoying little creatures in a flash - actually, more like a bang. After a five second countdown and a cry of 'Oh no!', the Lemmings shake a little then spontaneously combust! Sick - but satisfying.

START
NEW LEVEL
FUN

LOOK AT WHAT THIS LOT CAN DO!

Whoever said that Lemmings were thick! Not these boys - they've devised a number of skills to make their lives so much easier!

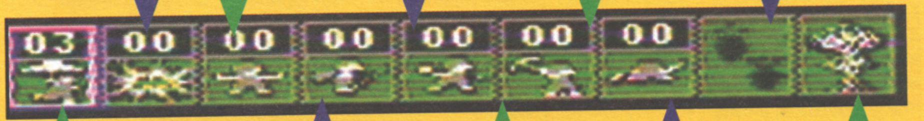
FLOATER: Float down to earth using the umbrella.

EXPLODER: Kills the selecting Lemming.

BUILDER: Constructs a bridge to pass over ravines.

TUNNELLER: Digs diagonally down using the pickaxe.

PAWS: Pauses the game, of course!



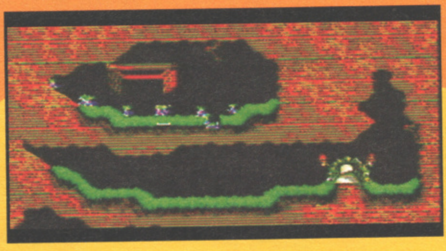
CLIMBER: Allows Lemmings to crawl up sheer faces.

BLOCKER: Stops other Lemmings from passing.

DIGGER: Scythes through impassable obstacles.

BURROWER Hack straight down through the ground.

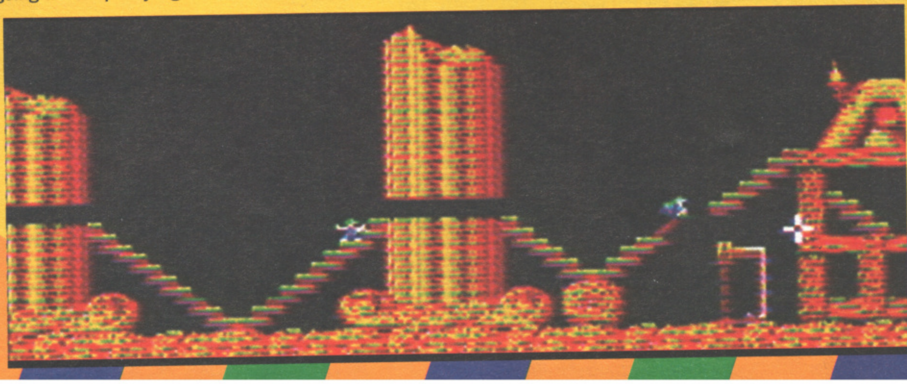
ARMAGEDDON: Destroys all the Lemmings.



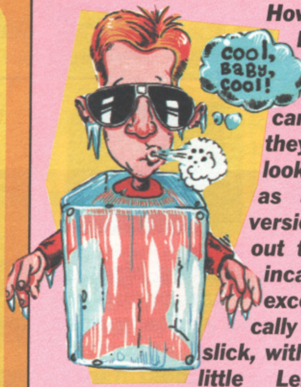
KILLER KRUSHERS AND KNASTY KNIVES

As if the ineptitude of the creatures themselves wasn't enough, there's a variety of traps littered throughout some of the levels, especially the more difficult ones. Crushers squash the Lemmings flat; whirling knives slash 'em to bits; hangman's nooses string them up - there are more, but they're too ghastly to mention. Suffice to say that, if you run into them, it ain't going to be a pretty sight.

DON'T FALL ONTO THE HANGING THING!



Lemmings


Cool, Baby, Cool!

How many more Lemmings conversions can there be? Who cares, so long as they're as good-looking and playable as all the current versions have turned out to be! The NES incarnation is no exception - graphically the game is very slick, with those hilarious little Lemmings going about their barmy business in their own small but perfectly formed way. Mind you the Nintendo can, on occasions, through up a worrying flicker which obliterates the screen for a second - slightly unnerving, especially if your lads are teetering on the edge of death only to disappear from view just at the crucial moment! This is a very playable conversion; the controls have been altered to make use of the extra buttons that ajoystick doesn't have, and while it takes a little while to get used to this new system, it soon becomes second nature. Ocean have done themselves proud with NES Lemmings - if you have the machine, you can't miss this game!

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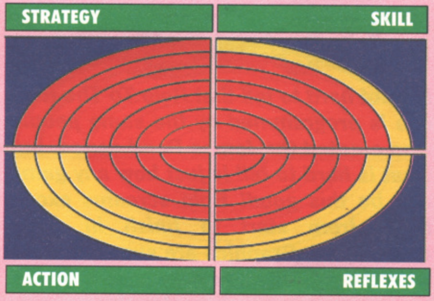
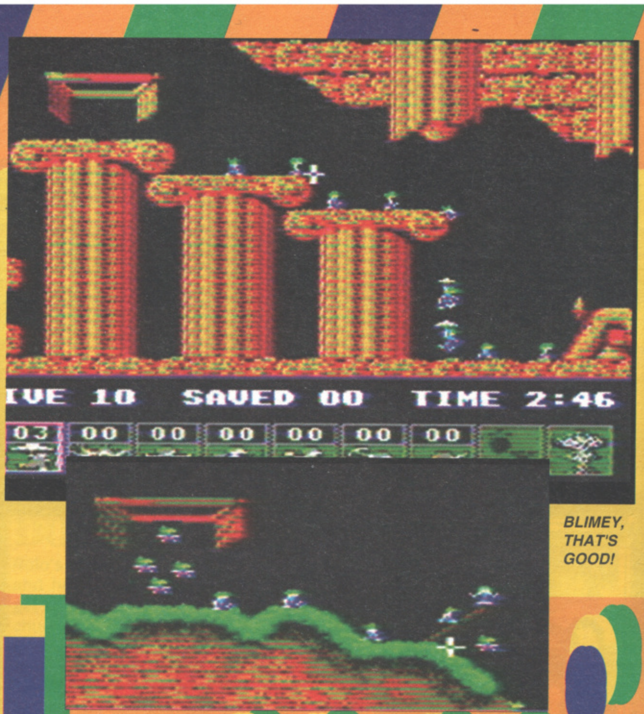


GRAPHICS	%	85
SOUND	%	86
GAMEPLAY	%	92
VALUE	%	89

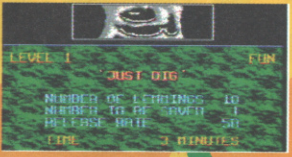
CVG 90 HIT



BLIMEY, THAT'S GOOD!

HARD SQUAD

Never played Lemmings on another system before? Bit of a low-quality player anyway? Don't despair; Lemmings caters for you by allowing access to a number of difficulty settings - Fun, Taxing, Tricky and the hardest of the lot, Mayhem. With each more difficult setting there's a brand new set of levels to confuse, amaze and stuff like that - that's, of course, if you've got time to be amazed while your furry friends are dying in all sorts of nasty ways!



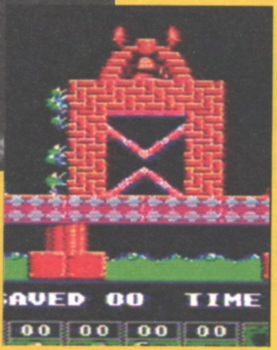
LEVEL 1 FUN

'JUST DIG'

NUMBER OF LEMMINGS 10
NUMBER TO BE SAVED 1
RELEASE RATE 50

TIME 3 MINUTES

AHH, ISN'T HE CUTE?

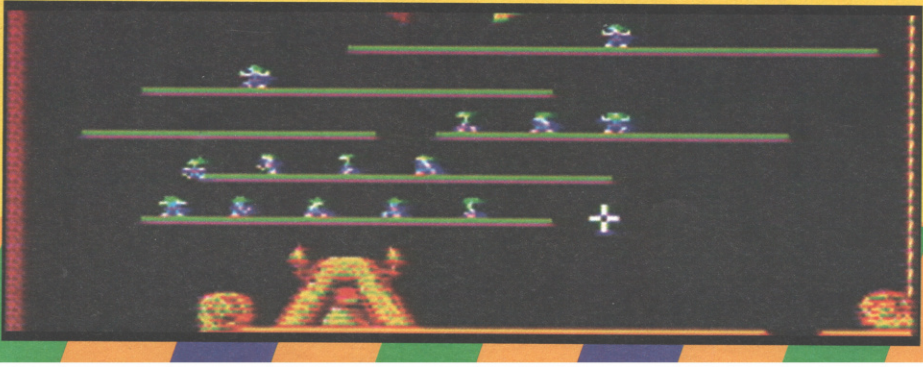


CLIMB, LADS, CLIMB!!

OOH, CAREFUL!

There aren't any cliffs to fall from in Lemmings - but there are plenty of other hazards to get in the way of completing each stage! You could choose the wrong skill and dig straight through the floor to fall into firey pits beneath - alternatively, you could forget to kit the lads out with umbrellas and watch them plummet to their dooms from atop the lofty heights. Just a couple of the variety of sad endings that could seal the fate of the mop-topped morons!

HURRAH FOR THE JOLLY BLOCKING LEMMINGS!



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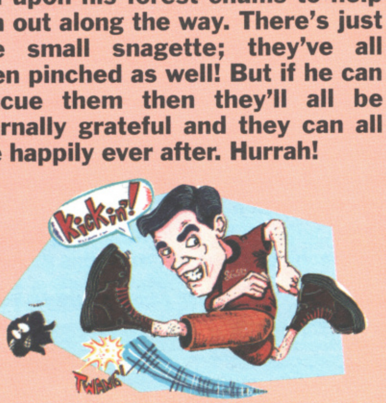
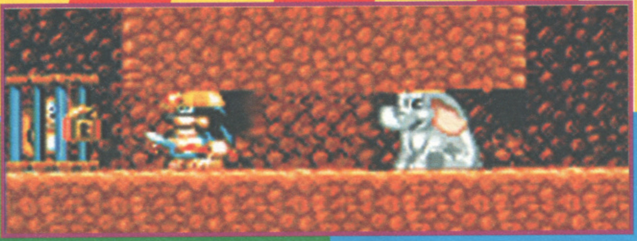
ROLO to the RESCUE

That's it; Rolo's putting his foot down now. He's had enough of being called big ears and long nose and he's certainly had enough of having his mates and, most importantly of all, his momma taken prisoner. The evil McSmiley twins are going to pay dearly for this. But Rolo won't be able to manage this feat all by himself; he'll have to call upon his forest chums to help him out along the way. There's just one small snagette; they've all been pinched as well! But if he can rescue them then they'll all be eternally grateful and they can all live happily ever after. Hurrah!


Kickin'!
Twang!

It's not hard to tell that Rolo To The Rescue is programmed by the same people who created the James Pond series, but what is hard to tell is just how any game can be this good! Rolo screams excellence from start to finish in every department. Graphics are superbly cute, with the attention to detail at a max; I mean, no games character deserves to be as cute as that Bunny Rabbit! But Rolo's merits aren't purely cosmetic by any means. The deep and involving gameplay grabs you from the second you switch on, the first few levels easing you into the game before being chucked in with the real puzzlers. Some of the levels will have you sitting there for hours on end, trying to work out how to get him into the washing machine to shrink him down so he can get through the tiny gap. The only real problem is that there is no save option or even a password so all your hard work is gone when you switch off. Gumph! But Rolo is a great game that needs to be in you cart collection yesterday. A new Megadrive king has been crowned - long live Rolo!

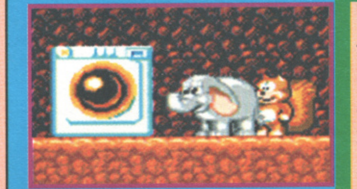
PAUL ANGLIN

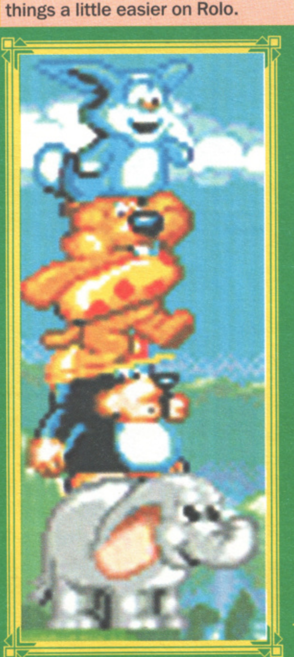


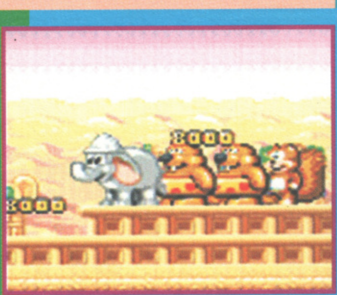
Elephant antics! Whatever next? Baboon Bananarium!!

WHAT DO POINTS MAKE?

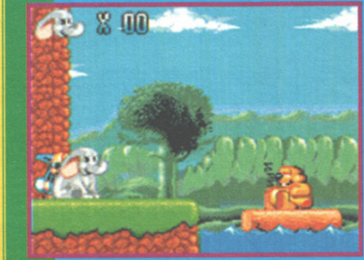
There are also a stack of things Rolo can pick up to help him in his quest for peace, justice and a nice family dinner on Sunday. There are stacks of bonus points all over the place, as well as extra lives and the odd special weapon (it's actually a hoover, but there you go). If you're lucky enough , you might also locate a piece of the map; these basically look like sections of puzzle which, when you pick them up, add to your map screen, making things a little easier on Rolo.

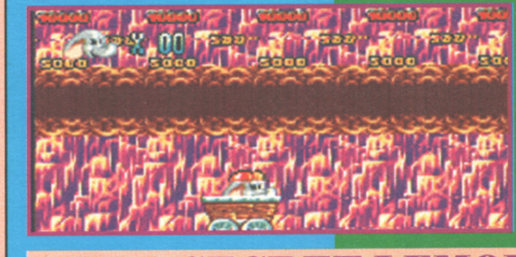






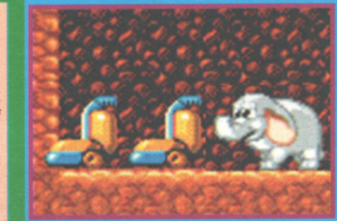
They're all queuing up for an elephant ride!





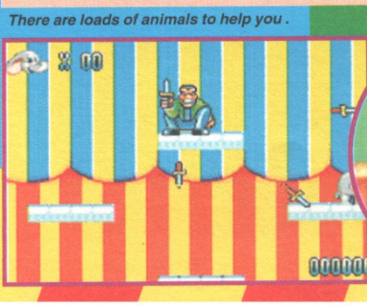
I'M A SECRET LEMONADE DRINKER

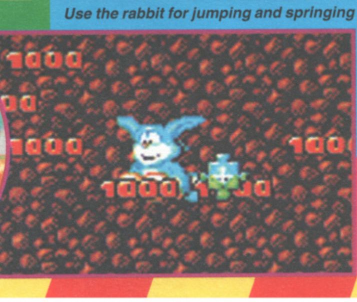
The special weapons that Rolo can pick up are all completely non-violent and a bit of a laugh. The first is the vacuum cleaner; if you pick up two of these, Rolo's trunk transforms into a hoover, allowing him to suck up baddies and spit then out again. Another good one is the lemonade found in the desert level. If you pick this up you'll be able to spit lemonade at the bad guys to kill them. See - all completely non-violent,if a little unhygenic.

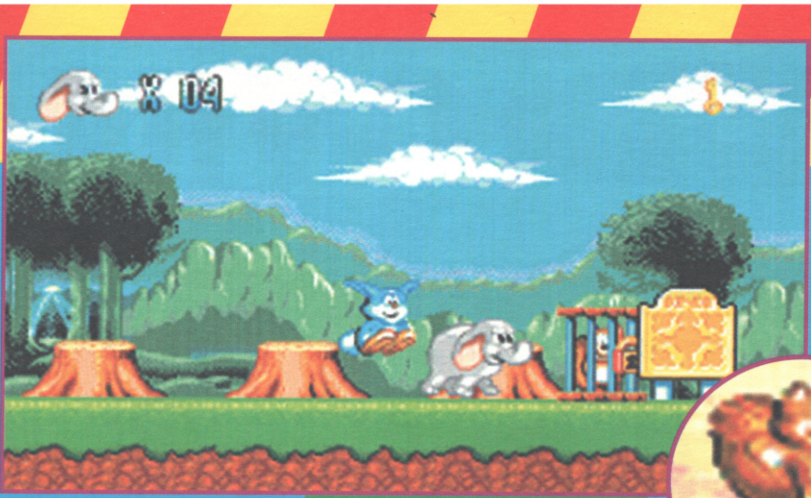


Use the rabbit for jumping and springing

There are loads of animals to help you .







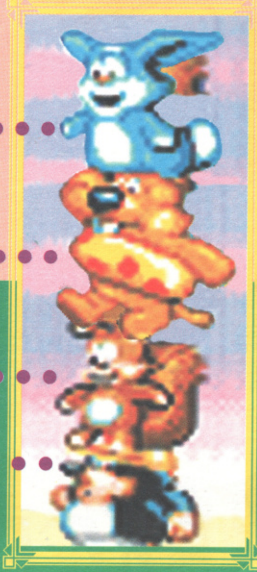
Woodland creatures in pretty settings. Have you seen anything cuter?

Now I know he's a mole, but be clean!

Now here's a crusty old geezer!

DO YOU LOVE ANYONE ENOUGH?

Rolo's chums are many and varied and he'll need them all if he's to get his mumsie back. All of Rolo's chums can perform different tasks to help him out - here's a quick rundown.

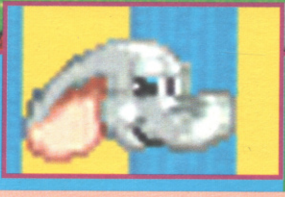


BUNNY:
As well as being immensely cute the floppy eared one can bounce like nobody's business which allows him to get to the higher parts of the levels.

BEAVER:
Thanks to his polka dot rubber ring the beaver can swim through water with ease which means he bring platforms back for the others to use as rafts.

SQUIRREL:
This furry fellow can climb any wall or tree enabling you to get stacks of hidden bonuses.

MOLE:
Although he can't see two feet in front of him Moley is invaluable for digging through certain platforms thus allowing Rolo entrance.



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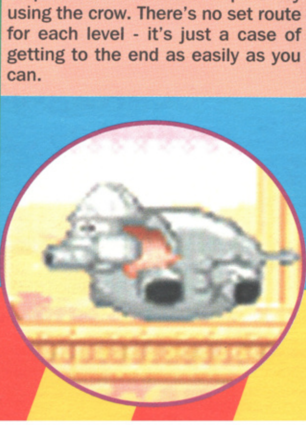
500

SHH IT'S A SECRET

One thing that Rolo To The Rescue is not short of is secret rooms - they're everywhere! Some are completely hidden and can only be accessed by just attempting to walk through walls. Others are indicated by a sparkling white light, but usually it's just a case of looking carefully for them. Some secret rooms can only be found by using certain characters, i.e. some levels can only be found by the high-jumping bunny.

TWO MILES AS THE CROW FLIES

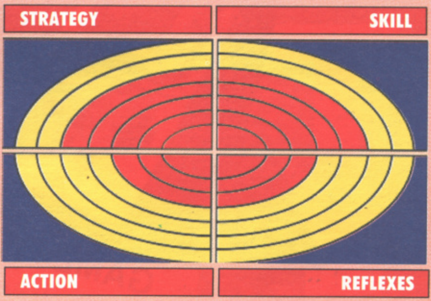
Rolo has to explore a massive area, so it's to his advantage to have a map handy. The map, however, only shows Rolo where he's been, but if you manage to collect some of the map pieces that are lying around you can reveal more of the surroundings and take the quick route through the fun. And, if you don't like walking, you can fly around the map to look at different parts by using the crow. There's no set route for each level - it's just a case of getting to the end as easily as you can.



POPTASTIC, MATE!
DAVE NICE

Ugghl! If this game gets any more cutesy I'm going to puke. At first I wasn't sure how much fun a game starring a cute elephant could be, but this is really smart. Rolo is such a cutey and the rest of the guys look like something from a Disney movie. Rolo is really involving and will keep you engrossed for many an hour until you manage to rescue all of Rolo's pals. The game is full of brilliant little touches like the way Rolo fills up with Helium in order to float up to the higher levels or the hilarious way he shrinks himself in the washing machine to get through small gaps. The only major drawback is that there's no battery saver! So you can play for hours and hours and lose all you efforts when you turn the machine off. Ea say that this is because it would have made the game more expensive which is commendable but I'm sure most people would have paid the extra fiver. As it is Rolo is a great effort that just missed out on being even better due to the lack of a password option and to be honest the elephant slips around a little for someone who's supposed to weigh the same as Jon's sad VW Polo.

STEVE KEEN



GRAPHICS	%	93
SOUND	%	92
GAMEPLAY	%	94
VALUE	%	95

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YOB'S M

With the new year comes yet another sack full of your sad questions and poor attempts at humour. It constantly amazes me how you dweebs manage to string sentences together considering writing is supposed to be too complicated for your average monkey.
If any of you reckon you can match wits with your lord and master YOB, send your scrawlings to YOB'S SWEAT IN A FAT MAN'S ARMPIT MAILBAG, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Don't forget, there's £100 for the best letter we print and thick ear for the worst.

WHAT I GOT

Dear Yob
Can you please tell me whether Blazing Skies on the Super Nintendo is the same as Wings (by Cinemaware) on the Amiga? Also can you settle an argument between me and my friend? He says that Super Nintendos are better than Megadrives? Could you please say which one is better.
David Baker, Nowheresville

It's based around Wings, and as for you're other question the best console is _)(%$#$, damn, zcvasdf my adsflz/..//.cz key//board is *&%^&$ goin... funnyyyy...y...y.

FOR CHRISTMAS

Dear Yob
Your section of the mag is brill. I have a few questions to ask you:
1 Will X-wing come out on the Amiga?
2 Will Lemmings 2 be any good?
3 If X-wing does come out on the Amiga will it be as good as the PC version?
4 Will Super Star Wars come out on the Amiga?
5 If so, when and how much will it cost?
6 Will PGA 2 come out on the Amiga?
7 Do you get your hair cut at the same place that the bloke on the Sega advert does?
Evan Goodley, Essex

1 Not as far as I know (and that's pretty far).
2 What do you think I am, psychic?
3 No chance on the A600, but if it came on the A1200 it just might be.
4 No.
5 I told you, I'm not psychic.
6 Quite probably.
7 Nah, I go to the geezer who does the Lionel Blair cuts.

BY YOB

Yo Yob,
I have just learned how to program in C and I am already halfway through programming a game for the Amiga and ST. It's called Kicking Yob's Butt and it's really good. You see it's about a tiny, wimpy, speccy four eyes who goes up against Yob. Guess what! It's impossible for the wimp to lose! That's why I think it's really realistic, but I need it to be more realistic and that's where you come in. Could you please send me £100 so that I can buy a sampling cartridge with a tape of you in pain so I can put those samples into my excellent game.

Now for a couple of questions:
1 Is a Megadrive with a CD-Rom better than a SNES without a CD-Rom?
2 Why do your review hardly any ST or Amiga games when ST and Amiga Format review loads?
3 Why do Australians always send in stupid letters?
4 Will you review my game when it comes out?
Mr X, Glasgow

1 Because of the lack of Mega-CD software it would be totally unfair to compare the two.
2 Doh! Are you thick or what? CVG is MULTI-FORMAT magazine, which means we review games on ALL FORMATS. ST and Amiga Formats only review ST and Amiga games, hence their names and content, you sad sack.
3 Because they do.
4 No because it's going to be crap. How about a new game where a puny scotsman who's too scared to give his real name gives up programming and gets a life.

ANGLIN'S ULTRA-LUBE HAIR GEL

Yob
I'm not putting 'Dear' in front of your name because you are sooo sad. I have a few questions for you if you can understand them:

1 Are you any good at Street Fighter 2, because I reckon I can thrash your butt into the ground any day?
2 Are you capable of doing any special moves, or are punching and kicking beyond you?
3 Who is your employer, as he must have some mental disorder to give you a job?
4 Why are you still alive? There must be thousands of people out there wanting to put a bullet between your eyes.
Gary Weston, Southend

1 'Course I am. Unlike you who still has trouble switching his SNES on.
2 I am a master of every character and move, which includes such devastating tactics as Guile's Sonic-Flash kick (a secret combination which generates a somersault kick and a sonic boom simultaneously).
3 My employer, Gary 'Wodge' Williams, has no mental disorder, although he's quite fat and sweaty.
4 Because I'm still breathing (are you?) and there are probably a few people out looking for you now, you poor, sad get.

A FUN-SIZED CAN OF NAPALM

Dear Yob
I think that you and the people who write in to your page are stupid! They write in just to be insulted by you and seem surprised! With a name like Yob I would have thought it was self explanatory! So all you sensible people out there across

AILBAG

the globe unite and join the MDSY (the Murder, Decapitate and Strangle Yob club). This could be a revolution! So print this letter or people all over the world will send you their Des O'Connor records!
Jonathon Day, Kent

Right. Let me get this straight. People who write into me are sad cases who want to be insulted, and you've written into me and I'm going to insult you. That should doubtless lead you to the conclusion that you are a sad, talentless waste of space whose ideal job would be sucking the pus from blisters at Dr McProctal's Bottom Boil Removal Centre.

A TUBE OF ZIT-AWAY

Dear Yob
I am writing in reply to that bum scrubbing, puke licking Jamie Dawson (issue 133). Gee boy, you're pathetic. You say, and I quote, 'Amigas are so crap', well what do you own, an Atari 2600 console? You probably sit in your living room, thinking no one is watching you while chewing on a freshly picked bogey and watching Playdays. Have you ever stopped to think, if that is possible, that Amiga games are cheaper simply because there are far more of them sold. So the only thing crap around here is you!

Daren Buckle, Norwich

Have you ever stopped to consider that the Atari 2600 was a good machine in its time, and that you must be as crap as Jamie Lawson for slagging it off?

NEW LEATHER BOOTS

Dear Yob
I live in High Wycombe and I own a Commodore 64. Here are a few questions I would like you to answer for me.
1 Is it true that there is going to be a Gigadrive?
2 I have a choice of an SNES or an Amiga. Which of the two items should I buy?
3 As you said, Sadie likes men who ask her straight, so, Sadie, will you go out with me or send me some pictures of yourself?

Ayo, High Wycombe

I'm truly sorry you live in High Wycombe, but what do you want me to do about it?
1 There's going to be a new Sega console, probably 32-bit, sometime next year.
2 Whichever one you want.
3 Sadie's to busy being a top international model, playgirl and computer game goddess at the moment to reply, but I'll pass on your request when I see her tomorrow night.

THE BONEY-M MEGA-MIX

Dear Yob
I am thinking about buying an Amiga 1200 and I want to ask you a few questions about it.

1 Will Streetfighter 2 come out on the A1200?
2 If so, will the graphics be as good as the arcade machine?
3 My friend owns an A600 and is worried that, compared to a year ago, not many good quality games are being made for it.
4 Are there any good games coming out for the A1200?
Andrew Martin, Preston

1 Don't know.
2 See above.
3 Now be honest, that's not much of question.
4 We'll tell you when we see them.

ROGER PROBOSCIS'...

Dear Yob
I read CVG every month and think it's the best magazine around. It's just a shame that you're such a sad, sad case. Answer these questions please.

1 Which do you think has better graphics, Streetfighter 2 on the Amiga or the SNES?
2 What's better, an Amiga 500+ or an Amiga with 1Mb upgrade?
3 Is Zool better than Sonic 2?
4 Are there any plans for Streetfighter Championship edition on the SNES or Amiga? James Heal, Halesworth

1 As I write this (on the 1st of December), I haven't seen the finished Amiga version yet.
2 Does it matter now that both machines are no longer?
3 Different games, different machines but I prefer a quick burst of Sonic myself.
4 Not as yet, but it is coming out on the Megadrive.

...GAME OF NASAL EXPLORATION

Dear Yob
After reading some of the letters from people saying how the C64 (Trystan Nichols) would blow away a SNES, I decided to write in. For starters I'd just like to tell all the people out there that a game isn't made good by it's graphics, it's the gameplay. So all you petty people out there can stop squabbling about how good the graphics are. Sure, graphics need to be good, but to own a console with games that have amazing graphics and zero gameplay is ridiculous.
Gareth Morgan, Cheshire

Well thank you (said in sarcastic tones). Do you think nobody knows that? Wow Gareth Morgan's sparked a revolution. Guess what, he's also discovered the toaster and that his head is full of the worst kind of yellow pus from a boily pensioner's butt.

CLAUDIA SCHIFFER

Dear Yob
You pathetic globule of parrot puke! If you don't print this letter unspeakable things are going to happen to you. Now let's get down to business.

1 What do you think of the CDTV?
2 What do you think of the SNES?
3 Will any of the Monkey Island games come out for the CDTV? If so, when?
4 What do you think of Super Tennis on the SNES?
Mark Powell, Doncaster

What unspeakable things? Such as having my butt-cheeks glued together while I'm being force-fed Ex-Lax? Do you really think I'll answer your questions after such pathetic insults and threats? Well,

you're right.
1 Never met the bloke.
2 Don't know him either.
3 Nope.
4 Top game. Not very realistic, but very playable.

AND HER SISTER

Dear Yob
Your magazine is great and this is the first time I've written to it. Could you answer my questions?
1 When will Flashback, the follow-up to Another World, be available on the Amiga?
2 How much will it cost?
3 Do you think a half-decent version of X-wing will ever be available for the Amiga?
4 Is Curse of Enchantia any good on the Amiga?
Paul Jenkins, Norfolk

1 Very soon.
2 Haven't got a clue.
3 Why? Don't you want a decent version?
4 Yup!

A PAIR OF SOCKS

Dear Yob
I have a Spectrum which I'm upgrading to a Megadrive, and I was hoping you could answer a few questions for me.

1 Is there going to be a light gun for the Megadrive?
2 Are there any art programs for the Megadrive?
3 When will Streets Of Rage 2 be released?
4 How many games are there for the Megadrive?
Mark Taylor, North Humberside

1 What do you think the Menacer is? A fart in the bath?
2 There's Art Alive, which should really be called Ass Alive as it's so crap.
3 If it isn't out yet it should appear in the next two months or so.
4 Would you like me to list them for you as well? Get real will ya?
By the way, where do you get these Spectrum to Megadrive upgrade kits?

FROM TIGHT-WAD RAND

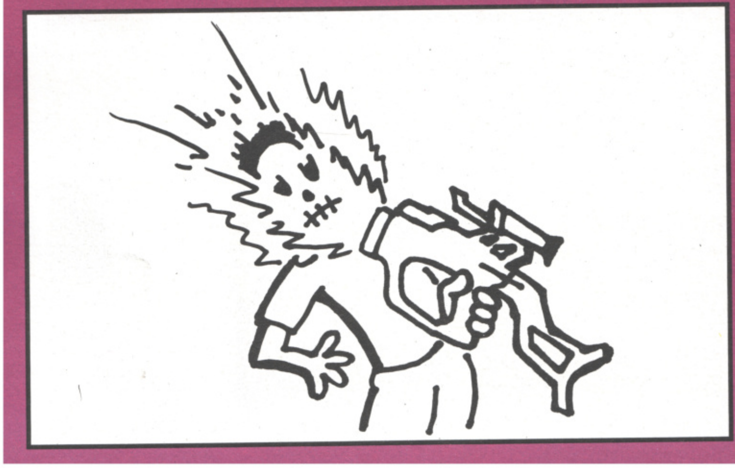
Dear Yob I would like to ask you a few questions.
1 Are all the consoles having CD upgrades?
2 With the Capcom Streetfighter joystick can all the moves be accessed at the touch of a button?
3 I am getting a SNES with Streetfighter 2. I'll buy some other stuff but is Zelda any good?
Lee Molineux, Liverpool

1 I don't imagine there's going to be a Master System or NES CD-ROM unit.
2 What? You mean you press one button and your character does all 20 or so moves? I suggest you get your ass back in school and learn how to phrase questions properly.
3 Zelda is a top-notch arcade adventure.

JUST REMEMBER IT'S...

Dear Yob
I want to make a complaint about issue 13 of GO! I waited in anticipation for this issue and what did I see? Game Boy, Game Boy, Game Boy and only two measly Game Gear reviews. Compared with the Game Gear the Game Boy's pathetic.
I hope this won't happen again and I trust that you will see to the matter personally.
Jo, Wiltshire

The games we review depend on the quality and quantity that are available at the time, so we can't help it if there are more topper games on the Game Boy than Game Gear in a particular month. As for seeing to it personally, I've given the Go! crew a damn good kicking, although I doubt if it will make the simpering wimpos any better at their jobs.



NOT THE GIVING

Dear Yob
I'm writing in with some really important questions I want you to answer.
1 Is Streetfighter 2 coming out for the Lynx?
2 If yes, when?
3 Is Smash TV going to come out for the Lynx?
4 Is there going to be a TV adaptor for the Lynx?
5 Who, in your opinion, is the best Streetfighter character?
Martin Richie, Glasgow

1 It's pretty unlikely.
2 I already said, it's not likely to come out.
3 No to that as well.
4 Another no I'm afraid.
5 The Blanka/Chun Li cross with mid-air electrocution and super cannon ball attack (nb, this only applies to the super-hacked Action Replay version).

BUT THE RECEIVING

Hey YOB!
When Streetfighter 2 is released on the ST, Amiga and PC will it be possible to use Capcom's Streetfighter joystick or similar controller?
Chris Goodwin, Stockport

Fat chance. If you take a good look at the plug on the joystick and the socket at the back of the Amiga you'll see they're totally incompatible.

THAT COUNTS!

Dear YOB
Can you answer my questions?
1 Can you get a two button joystick for the Amiga?
2 Do you think the Amiga version of Streetfighter 2 is any good?
3 How much would an English SNES cost in Hong Kong, and how much would the games be?
4 Will there be a Streetfighter 3?
5 Why is CVG so good?
6 Why I am so cool?
Adam Phillips, Horley

1 Not with two buttons that do different things.
2 Compared to what?
3 I doubt if any place in Hong Kong would stock UK SNES's as they're incompatible with the TVs over there.
4 If you check the news section you'll find loads of information about a truck-load of different versions.
5 Because I'm in it.
6 You're not actually, you know.

ROLL ON

Dear Yob
I think that you are really brilliant and the most amazing person in the world. CVG is the best magazine ever and your section is the best thing in it. Without you the whole world would be a disgrace. If it wasn't for your section I would have topped myself ages ago. I have never know anyone as wonderful as you.
Jonathan Kafton, Kensington

But you don't know me. Listen, here's a little game called Get A Life. Try putting down your copy of CVG (I know it's hard) and going outside. Perhaps play a game of football, or go to the cinema.

NEXT CHRISTMAS!

Dear Yob
I'm from Leeds and I own a Megadrive. Can you please answer me one simple question? Is Streetfighter 2 coming out on the Megadrive? Some magazines say it is yet others say it isn't.
Simon Harrison, Moortown

Keep an eye out for Megadrive Streetfighter '92 around about February or March.

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THE GUIDE TO THE STREETS

ADVANCED STREET FIGHTER II™ STRATEGY MANUAL

PART 4

Here it is! The fourth and final part of our incredible Street Fighter 2 Strategy Guide. Over the last four months we've told you how to beat every single character in the game on the very highest level, LEVEL SEVEN. To round off this guide we give you the two most diverse characters in the tournament. In the red corner the battling brawler and most favoured character around, Guile. Rumoured to be the best character of the lot, Guile has few weaknesses and many devastating strengths. In the blue corner the sad wrestler from Russia, the most difficult character to use as his skills are severely limited by his bulk and lack of speed. And at the top of the pile the last boss, M.Bison, is given the once over, striped and taken apart by every character to lay the crown on and complete your comprehensive guide. Rest assured these tactics work! The only thing preventing you from mastering the machine now is your lack of practise! But beating the computer is only part of the story, after that you'll have to get to grips with the unpredictability of human advisories. And remember however good you become there's always someone better, not least of all... the CVG BOYS! Get CRACKING!

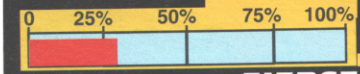
ZANGIEF

Zangief is a true, blue-blooded patriot and many believe he has only entered the competition to glorify his country's stature in the eyes of the world by beating all-comers. He may be getting on a bit but the huge Russian is not senile yet and although he really does love his country he loves cracking skulls even more! His power lies in his brute strength, his weaknesses lie in his lack of speed, but once he gets his huge arms wrapped around an opponent you can bet your life it'll mean a one way trip to pain central. Special Combat Moves are the Spinning Clothesline and the Spinning Pile-driver.

ATTACK RATINGS

PUSHING JOYPAD

PUNCHES



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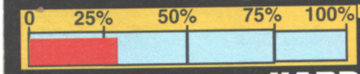

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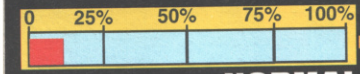

NORMAL

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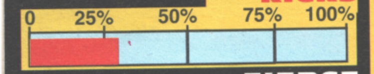

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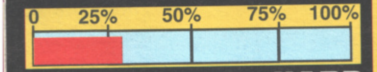

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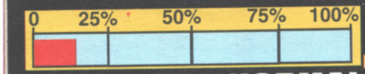
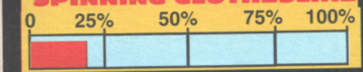
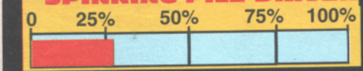


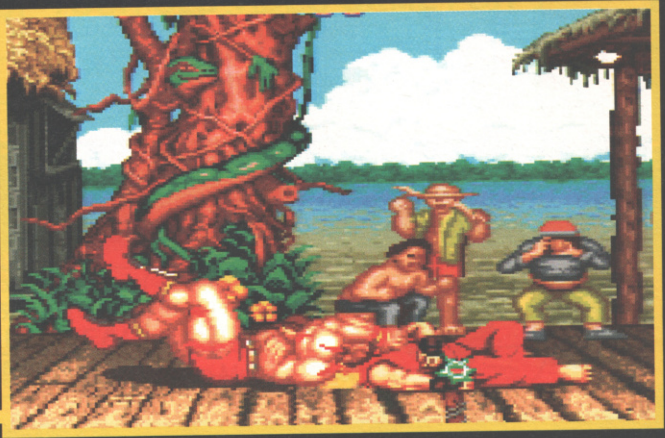
NORMAL

SPINNING CLOTHESLINE



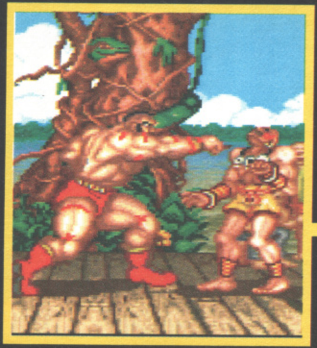
SPINNING PILE-DRIVER

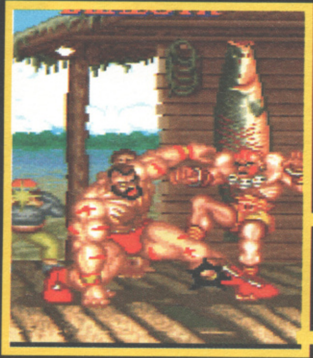




KILLER COMBINATIONS

WITH TDI RATINGS (Total Damage Inflicted)





1. Throw a hapless opponent and then walk up to them and perform a well timed scissor kick to catch the fop under the chin.

TDI:45%

2. Walking backwards leads opponents on, quickly catch them with a punch and drop down for a low foot sweep. As they get up grab them for a throw to complete

TDI:51%

3. Zangief's pretty slow in the air and on the ground, but he has one of the longest leg spans of any of the characters. Fly in with a jumping kick then drop down for a low sweep and crouch for a punch.

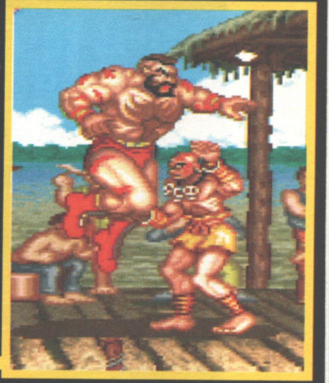
TDI:46%

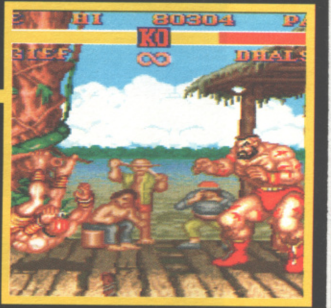
4. Jump backwards away from oncoming competitors and kick. Then crouch down and wait for them to come towards you and toss them over your head.

TDI:40%

5. Killer Attack: Crouch down and scoop up an opponent and dump them over your head as they walk towards you, crouch kick them as they saunter to their feet and then catch them will the devastating scissor kick.

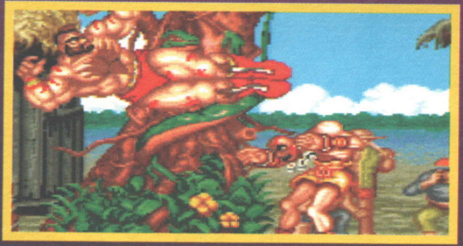
TDI:59%



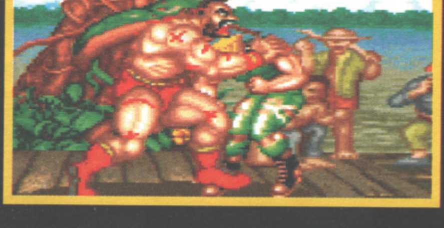


WINNING TACTICS

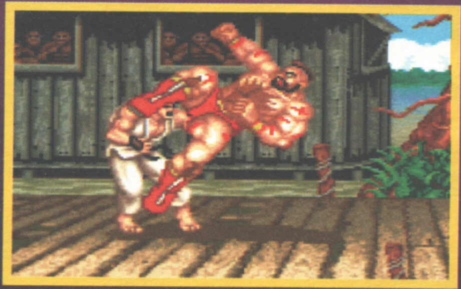
DHALSIM: Use the Spinning Clothesline for temporary invincibility from all of Dhalsim's most ardent attacks. The closer the rubber bandit gets the easier he is to grab for a throw. A subtle combination of throwing and high jumping kicks will introduce the Indian guru to the incredible world of Stunorama!



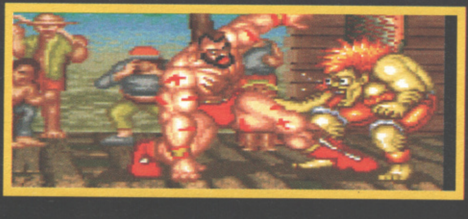
GUILE: Well this is the fight we've been avoiding for four months. Guile, viewed by many as the most dangerous and versatile of all the fighting characters, with more moves than Warren Betty, and Zangief, the slowest most ambling hulk of a man the competition has ever seen. The whole guide has been tested on level seven for the ultimate in difficulty and there the Russian doesn't stand an earthly! The best you can hope for are a few good hits/sweeps and to block until the timer runs out, but it's going to be the toughest fight of the tournament.

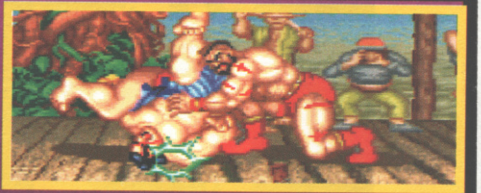


KEN/RYU: A great combination for the karate kids is a punch followed by a low sweep then another punch or sweep and the scissor kick. Ryu's a real sucker for foot sweeps and is easily thrown. Ken's a bit tougher to get on his back, but keep an eye out for his biggest weakness, a failed Dragon Punch and then wade in with whatever you can muster!



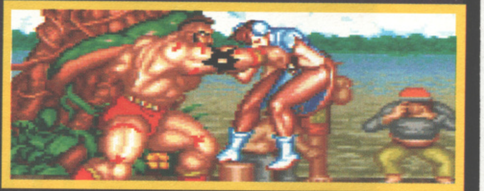
BLANKA: Probably Zangief's toughest opponent. They're equally matched in the air and on the ground, but Blanka has the added advantage of being incredibly fast with a huge variety of defences and attacks. The only way you'll get anywhere near him is to try and grab the beast and choke him. With Blanka Zangief's very vulnerable in the air so you can't even jump in at him. Block block and block again. You don't stand much of a chance on level seven, but keep at it.

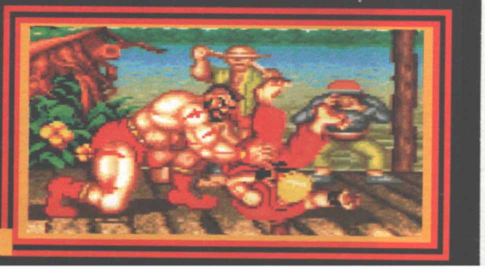




HONDA: Believe it or not, the sumo sad man is extremely easy to throw. Chuck him at the beginning and follow up with a scissor kick or low foot sweep then retreat quickly and wait for him to walk towards you. Now throw him again! Jump back fast and if he jumps at you block and wait for an opening for a throw. Never jump in unless Honda is really begging for it!

CHUN LI: The only way to beat this chick is to keep your distance! As you know by now she'll jump into the most dangerous of situations so be ready to move slightly to one side of her landing spot and then punch. Eight times out of ten you'll catch her with no damage to yourself inflicted at all. Throws are great if you can hang onto her long enough, but don't get stuck in the corners.





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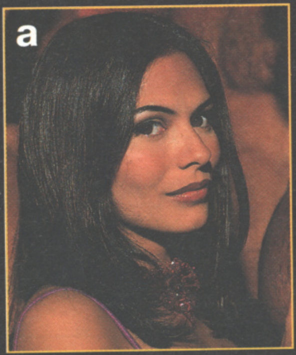
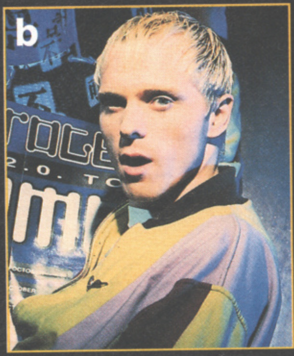
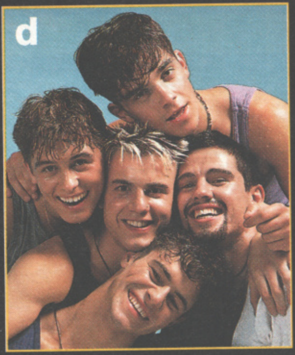
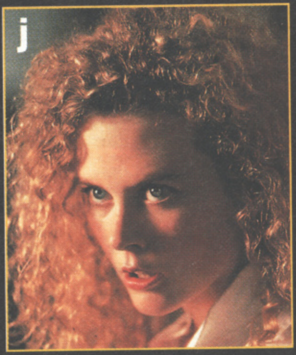
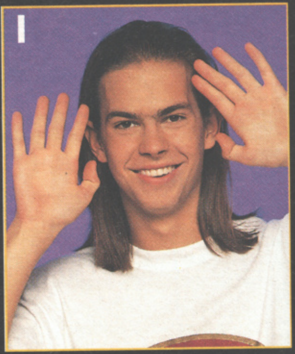
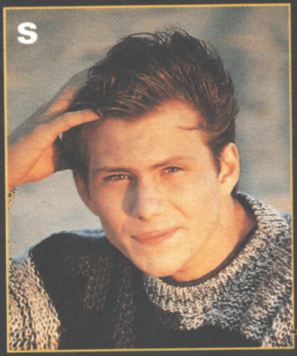










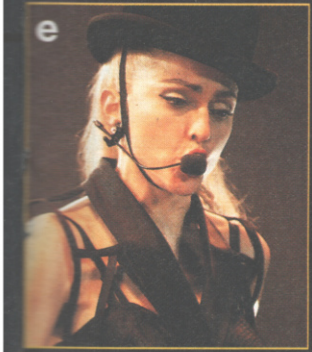


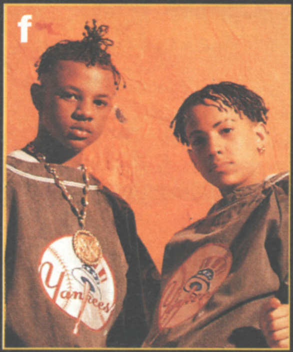
SMASH HITS readers

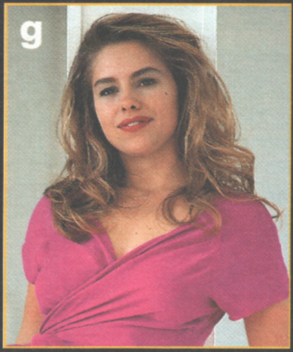
Out every fortn

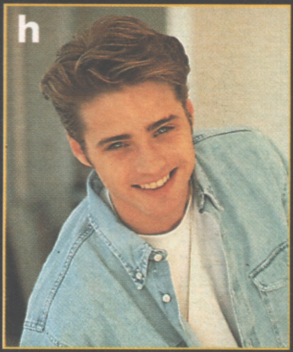
Winona Ryder, n) Manic Street Preachers, o) Richard from Right Said Fred, p) Kylie Minogue, q) Axl Rose, r) Beverly Hills 90210, s) Christain Slater, t) Dannii Minogue, u) East 17, v) Keanu Reeves, w) Les Hill, x) Tom Cruise.

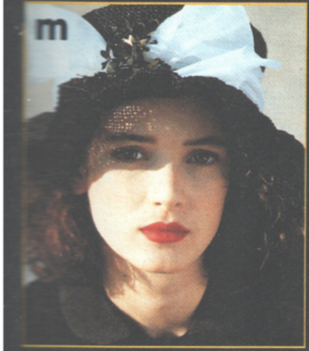
e these people?

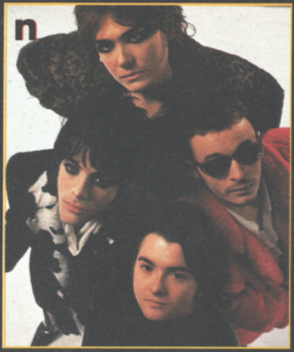


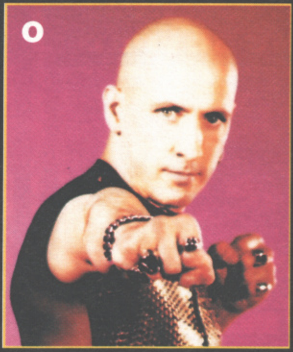


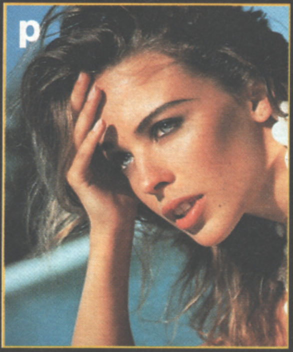


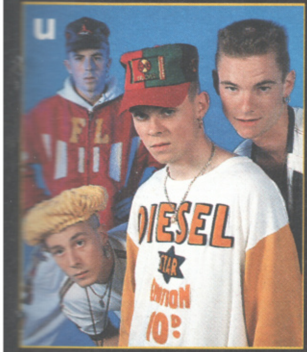


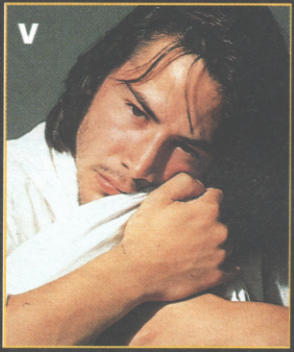


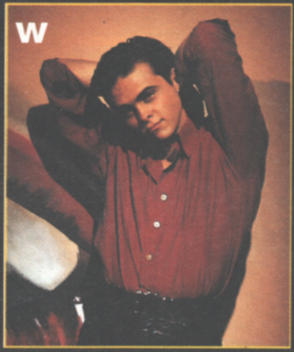


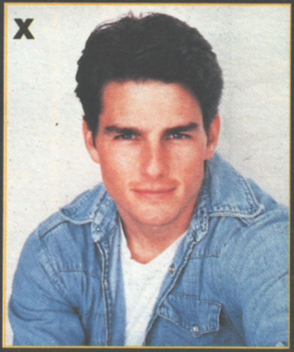












s know. Do you?

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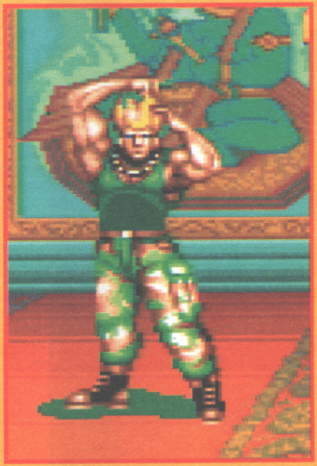
answers:a) Betty Boo, b) Mr. C from the Shamen, c) Stephen Dorff, d) Take That, e) Madonna, f) Kris Kross, g) Melissa Bell, h) Jason Priestley, i) Shakespears Sister, j) Nicole Kidman, k) 2 Unlimited, l) Kristain Schmid, m)

GUILE

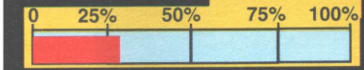


Guile is the most feared opponent out of the eight international contestants. With a staunch military background Guile is an actual Vietnam Veteran and was captured by the Viet Kong during his tour of duty. He managed to break out with a friend and escape, but his buddy died in the treacherous trek back to civilisation. After making it back to the States he learned to pilot aircraft and control sonic sound waves. Now he's fuelled with hatred, due to the rough hand that life has dealt him, and all he wants out of it before he dies is to be the Street Fighting Champion of the World. Special Combat Moves: Sonic Boom, Aerial Grab and Sonic Kick.

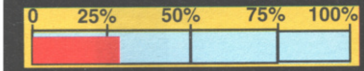
ATTACK RATINGS

PUSHING JOYPAD

PUNCHES



FIERCE



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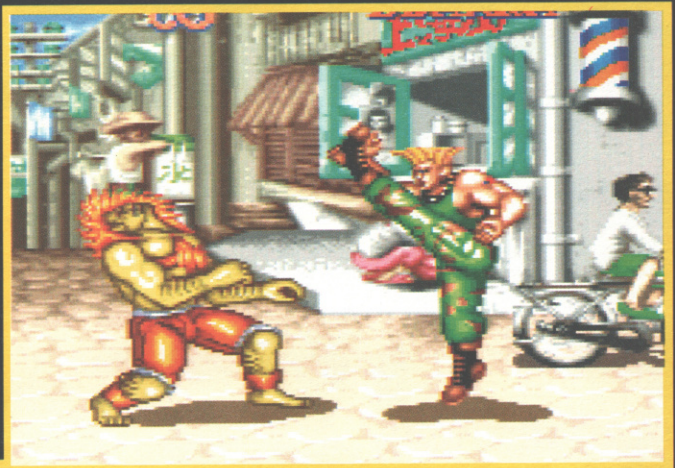

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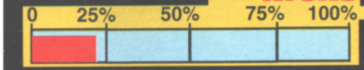

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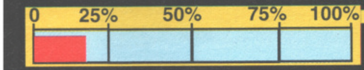

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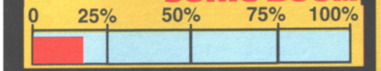
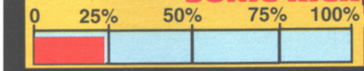
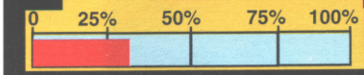
SONIC BOOM



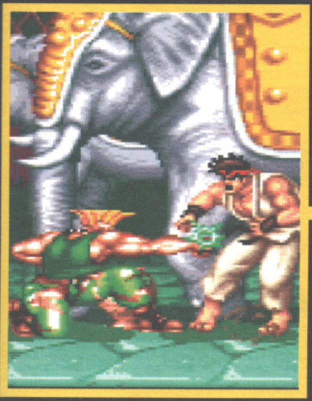
SONIC KICK



AERIAL GRAB



KO
GUILE
E. HONDA
PERFECT



KILLER COMBINATIONS

WITH TDI RATINGS (Total Damage Inflicted)

1. Whistle up a Sonic Boom by pushing backwards then push towards your opponent and half way through press fierce punch. Now complete the move as normal with the simultaneous pushing right and fierce punch movement for a double Sonic Boom.

TDI:35%

2. Because Guile has to charge up his attacks you can charge them whilst he's doing other things. Jump towards an opponent and start charging for a Sonic Kick, chuck in a middle punch for good measure and land. Keep down on the joypad pressed and you can still punch, but after that finish the Sonic Kick move by pressing up and any kick button. Total carnage!

TDI:45%

3. If you're up against a jumping opponent catch them with the Aerial Grab and when they've thundered to the ground catch them with a reverse spinning punch.

TDI:39%

4. Killer Attack: Throughout this move keep the Sonic Boom left joypad movement powered up. Jump towards an enemy and land a hard punch, start the charge. When you've got your feet on the ground use a fierce uppercut. Now release the Boom by pushing forward and pressing fierce punch. To add the icing on the gateaux pull back and press fierce for a spinning reverse punch! Awesome!

TDI:65%

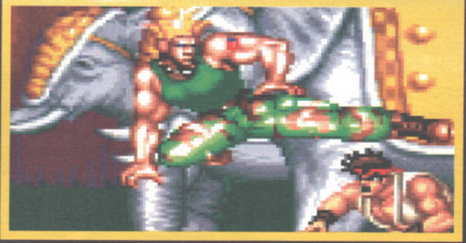
WINNING TACTICS

ZANGIEF: Once again the big bloke doesn't disappoint us with his ineptitude. Anything goes here. Set him up with big punches to the face, jumping and kicking and finishing off with Guile's back breaking throws. Easy stuff, but you knew that already, didn't you!

DHALSIM: Jump towards the spindly warrior with fierce kicks and get behind him by repeatedly jumping over his head for throws. Beating India's finest is a piece of cake once you get into the swing of things and once you've established an attack pattern keep high and make sure you get in first!

CAPITAL
LAS VEG

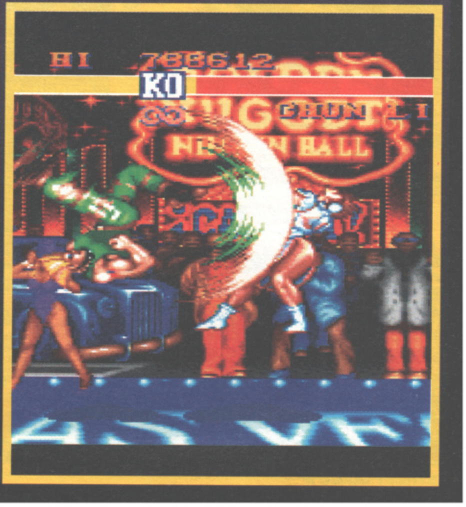
HONDA: Easy as beating up a very fat person with no clothes on! If he jumps in uppercut him, use a combination of fast and slow Sonic Booms and some throws as often as you can. Honda is also easily duped by quick jabs and roundhouse back handers to the face so make sure your not too shy with the man mountain!



RYU/KEN: Once again Ken's strengths prove to be his weaknesses. He'll come in with jumps and Hurricane Kicks that are easily dispatched with well timed uppercuts, Dragon Punches that you can dodge and sweep and Fireballs that you can leap over and land counter attacks with. Watch out for his quick combos though, they come out of nowhere. If he trundles towards you throw him with medium punch. Ryu's a lot easier to handle!

BLANKA: Jump in on him and set up a series of flying kicks to the head. Get close for throws. When he's down use fast punches and crouching jabs whilst charging up the Sonic Kick and then let loose. Before you know it he'll be stunned to death leaving you ample time for another jabbing extravaganza and those extra special Sonics!

CHUN LI: Simple. Varying speeds of Sonic Booms from a distance and uppercuts when she gets too close for comfort. You can throw her but be careful. This goes without saying for the Sonic Kicks which can be spectacular if you catch her in mid jump.



M.BISON

Bison is the bad boy who everyone's got a grudge against. He spent the earlier years of his life as the ruthless dictator of Thailand and now he runs the massive Shadoloo drug and smuggling cartel from his secret base buried in the mountains. His henchmen were responsible for the death of Chun Li's father in China and he personally killed Guile's army buddy in Vietnam whilst they were escaping from the Kong. He has lived in fear of reprisals all his life so he's entered the contest to rid himself of his most ardent enemies once and for all. Somehow he's managed to pick up some incredible powers along the way. He channels massive amounts of psychic energy through his hands allowing him to throw fists of fire and spiral across the screen in a flaming body torpedo. Bison is incredibly fast and no other character has as many devastating moves or inflicts more damage as the dictator.

BEATING BISON

KEN/RYU: Dragon Punches are your best defence and experts in that arena will have no problems. However, miss just once and you're history. Jumping on the spot and kicking is surprisingly effective for a while, as is defending and uppercutting.

BLANKA: The Brazilian beast packs some awesome power moves so keep clawing kicking and jumping. Don't give him a breather and you'll get there in the end. High, fierce jumping kicks mixed with medium/hard punches are the best forms of attack.

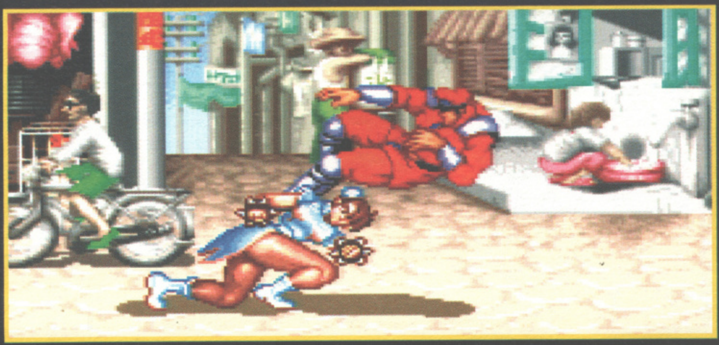
GUILE: Try and catch Bison with Sonic Kicks, he hates them. He also likes to shoot all over the screen and is not confined by the laws of gravity. If you use the Aerial Grab that'll thwart him for a while as will jumping punches and the occasional back-breaker. Be warned though, don't use the same attack more than a few times and never use the Sonic Boom.

DHALSIM: Dhalsim is very similar to Bison in quite a few ways. His Yoda fire can catch the fascist completely unawares sometimes and you can dodge Bison's deadly Flaming Body Torpedo by using Dhalsim's own Horizontal Torpedo. Trap your enemy in the corner and head-butt him into submission. Never jump up and kick, if you must, use the diagonal spinning attack or punch. Yoda Flame works a treat and sliding will reduce Bisons energy considerably as he jumps and lands.

HONDA: Honda has some great combinations that work over Bison a treat! Jumping kicks and standing chops work great until the Flaming Body Torpedo raises it's head. Then it's time to change pace and hit him with everything you've got. Variety is the key to success. Jump forwards and backwards swatting and kicking the square one into next week. Don't use the Sumo Torpedo unless you want a quick exit!

ZANGEF: Once you get caught out defending you've had it, Bison's attacks are relentless! Keep high and kick. Throw sometimes but as soon as the move is finished take to the skies again. You'll never win by slouching!

CHUN LI: Don't even think about trying to get off any special attacks with Bison on your heels. Chun Li's fast, but not that fast. You can use the girl's speed to good advantage though and it's her most valuable asset in bringing Bison to his knees. You can see the Flaming Body Torpedo coming a mile off and it's easy to jump out of the way. Keep off the ground and retreat somersaulting and kicking as you go. You should be able to stun him with high kicks and when he's down keep him there with throws.



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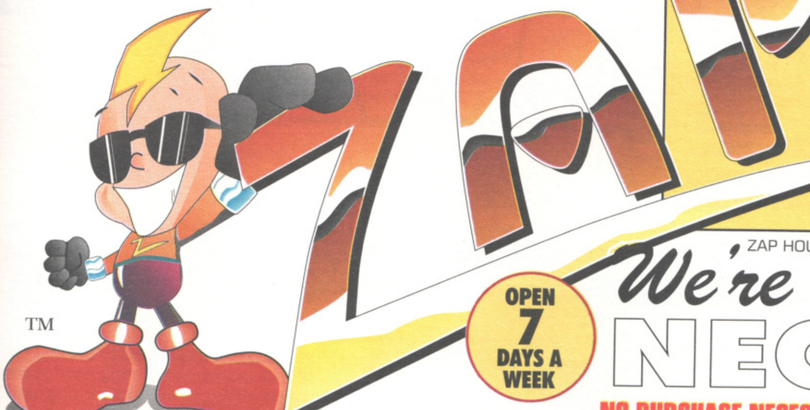

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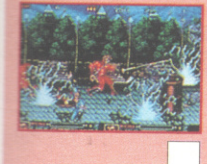

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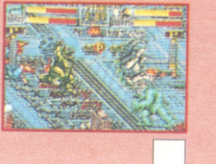

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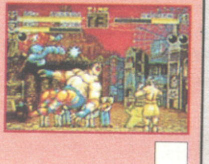

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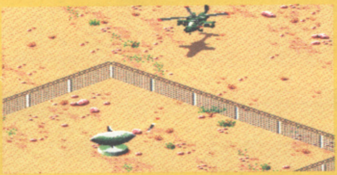
DESERT

Campaign 1: Air Superiority

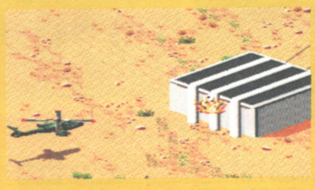
There isn't really much that needs adding to the guide in the manual but to make things go that little bit smoother here's a few little handy hints:

Mission 1-1: Radar Sites



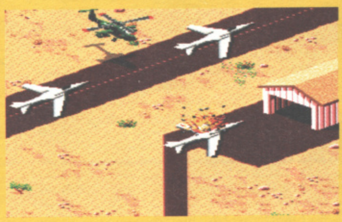
The only thing I can really say is that if you position yourself right you can lay waste to the communications dishes without being hit.

Mission 1-2: Power Station



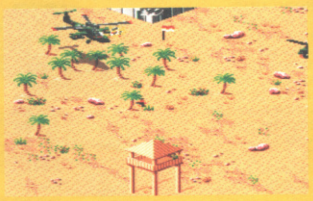
This will be your first run in with air-to-ground missiles. Try to sneak up on them from their blind side by coming in on them from the north and using the Power Station as cover. Once you're settled about three Hydras should be sufficient for the job.

Mission 1-3: Air Fields



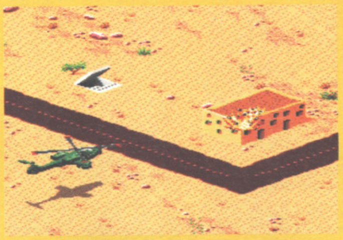
Use the buildings around the airfields to try and sneak up on some of the Rapiers and take them out from long distance with a missile to be sure of safety. Use your cannon to destroy the buildings and the aircraft. But make sure that you're ready to tackle the new defences when thy arrive.

Mission 1-4: Command Centres



When you take out the hangars on the eastern side of the base, APHIDS will appear so make sure your trigger finger is poised. Although on the map there are two command centres, you only need to take out the southern-most one to get the guy who knows where your secret agent is.

Mission 1-5: Secret Agent



Your secret agent will be marked on the map. When you get to the area you will notice three buildings. The secret agent is inside one of these. Blowing up the correct building will reveal a trap door. To get your agent out simply fly towards it and the chopper will land and your co-pilot will jump out to get him. The chopper will then take off again and you will have to destroy all the hostile forces around the area before the secret agent will come out. When he does come out he will be with your co-pilot make sure you pick them up quickly or they may get shot which isn't good. Once you have picked them up you can return to the frigate and put your feet up.

Things to remember

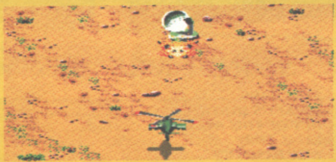
Before you try to take out an installation like the airfields it's worth destroying all the weapons in the area so you can work unhindered.

The item which speeds up the winch and allows you to pick up items without stopping is found in one of the grey hangars in the diamond road layout in the middle of the map (there should be armour there as well).

If you fly to where the secret agent is and then go left you should find Jake standing next to his F-15. Destroy the enemies then pick up Jake and destroy the plane for an extra life. Make sure that you've always got a few MIAs in your chopper so that if you get in trouble you can deliver the MIAs and get some armour back.

Campaign 2: Scud Buster

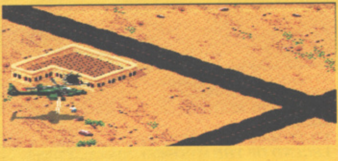
Mission 2-1: Radar Sites



The radar sites are easy to deal with. Just make sure that you avoid the ground-to-air missile launchers and leave as soon as you have fired.

Mission 2-2: Jail Break

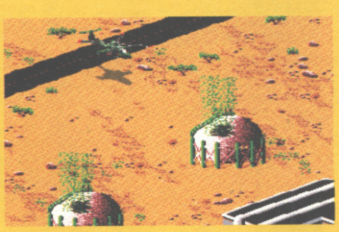
When you're performing a jail break make sure that you destroy all hostile forces before blasting a hole in the wall. Some of the buildings around the jails will have a flashing light on them. Blow these up carefully and rescue the MIAs that run out of them. Most of the buildings around the jail will have something hidden in them so it's worth blowing them up. Once they are exposed they will show on the map for future reference.



Mission 2-3: Power Station

This is very simple. Just take out all the weapons before you do anything and you'll have no problems you should be able to do this without losing too much damage.

Mission 2-4: Chemical Weapons



The chemical weapons complexes are very heavily guarded so drop off any MIAs you may have to pep up your armour. It's best not to try and take out all at once but do one then fill up your armour and come back. There's a rock to the northwest of the chemical plants with a bad guy behind it shoot him and you'll reveal some fuel.

Mission 2-5: Scud Launchers

The scud commanders have decided to do a bunk so just fly to their HQ (metal buildings marked with a red and white flag) and blast the building down around their ears. When they run out, grab them and they will tell you the location of one scud launcher. These will appear as a red dot on your map. Simply fly to it and destroy it. Then repeat it until all the Scuds are gone. There are five in total.

Mission 2-6:POW Camp

This is the hard part. There are 16 POWs altogether and you only need to rescue 14 of them. Try to blast as much of the weaponry in the area, the watch towers are the things to get first. Be warned that whenever you return from the landing zone there will be new weapons in place so be prepared. Make sure you don't waste your Hydras on the huts.

Things to remember

There's another downed F-15 along the top right edge of the map. The pilot is Jake (he loves getting lost doesn't he?) and the plane contains yet another extra life.

STRIKE

SNES Desert Strike	Megadrive Desert Strike
Level 2: RZLH3JT	Level 2: AQJMMHW
Level 3: 932HBRH	Level 3: TLOEOQA
Level 4: W8PP92C	Level 4: JTKKOME

Campaign 3

Mission 3-1: UN Inspectors

Enter the main city and use two hydras on the APHIDS that are causing the UN inspectors' grief. Pick the guys up and then take out the nearest small building to get some more MIAs.

Mission 3-2: Chemical Factories

Destroy the ALA before turning to the factories. There is no real structure you can follow to do this best. They are all heavily defended by ZSUs so just get in, destroy the factories with Hydras and then pick up the scientists.They know where the missile silos are.

Mission 3-3: Missile Silos

Most of the silos you have to destroy have valuable supplies around them. The most easterly silo has an extra life which is guarded by an APHID, so be ready with a carefully placed Hydra. The northern one contains fuel and armour. The best way to destroy all the silos is a combination of all three weapons.

Mission 3-4: Lost At Sea

This one is dead easy. Fly towards one of the boats and fire off six hydras and then swing around and do the same on the way back and pick up the hostages. This way you take minimum damage.

Mission 3-5: Power Station

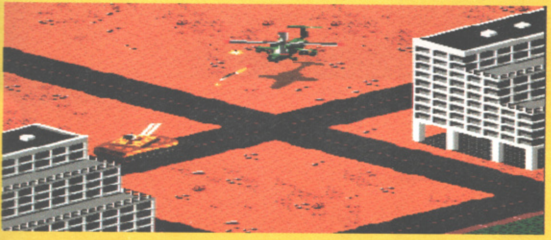
One of the rescued prisoners tells you that you have to destroy the power station before you can attack the Yacht. Once you've blown up the power station you will find some fresh armour there, soit's all plain sailing from here.

Mission 3-6: Madman's Yacht

Fly in carefully from the North and use two hellfires on the chopper and hydras on the motorboat. Use your cannon on the troops. Position yourself on the right side of the yacht and pump lead into it. Now, pick up six hostages at a time and drop them off. Don't worry about the madman escaping.

Mission 3-7: Enemy Ambassador

To the south of the command centre is a radar installation. You MUST take this out first or it's bye bye, sweet fly boy. Now return to the command centre area and destroy all the defences (easier said than done). The enemy ambassador is hiding in the command centre with the flag outside. Be careful not to shoot him as it's a SNAFU. It's worth destroying the surrounding buildings to see what you can find.



Mission 3-8: Embassy Rescue

Enter the embassy building from the west to regain some fuel and ammo from all the buildings you'll have destroyed earlier. Take out all the defences and buildings watching out for those three helicopters. Land at the landing zone and drop off your co-pilot. Destroy the fresh defences that will have arrived on the scene. Once everyone is in the bus, blast the gate away CAREFULLY. Move ahead of the bus and be ready with your Hydras in case anything comes along. When you make it to the seal post don't forget to pick up your co-pilot.

Campaign 4:

Mission 4-1: Oil Fields

The Commandos are found by going straight to the coast and then North. They're just on the far side of the dunes. Now for the oil fields. Each field is protected by about three ZSUs, one in the centre,one at the top and one in the bottom left. The quick ladder is in the centre of the northern oil fields. Don't forget to drop off the commandos at the landing zone.

Mission 4-2: Oil Spills

There are three pipes along the coastline that are spilling into the Gulf. destroy the weapons from the left (you can sneak up on them you see). There is a weak point on each pipe it's just a case of using your cannon until you find it.

Mission 4-3: Bomb Shelters

There are four shelters with four civilians in each. You need to rescue fifteen of the sixteen to complete the mission. Three of the shelters are guarded by ZSUs buried in the sand. Once you've destroyed the defences use your cannon to blow up the shelter 'cos you're gonna need those missiles. Grab the four prisoners and go to the nearest landing zone and return for more of the same.

Mission 4-4: Bomb Parts

The dump trucks are in the city at the bottom right of the map. Take out the defences then dump the trucks (not the decoys)then destroy all the small buildings to reveal two extra lives

Mission 4-5: Nuclear Weapons

The radar sites have to be taken out first. One is just south of the factory the other i just to the North East of the nearby landing zone.

Mission 4-6: Power Station

Don't forget you get extra points for taking out the pylons as well as the power station.

Mission 4-7: Presidential Palace

The Palace is extremely heavily guarded so you'll have to get yourself a few ammo crates in reserve. When you finally blow away the Palace a landing Zone will appear, you have to drop your co-pilot off here to get the madman unfortunately he gets taken hostage. Doh!

Mission 4-8: Bomber Plane

Before you begin this one make sure you are fully topped up and there are plenty of ammo crates you can pick up. Fly to the bomber and you'll see the General's plane. Don't destroy it let him run onto the plane with your co-pilot. The guard will be all on his own so waste him and then start attacking the plane. Once you have blasted a hole in the side of the plane stop shooting 'cos your co-pilot will appear on the wing. Pick him up and you're back in business. Two ZSUs will appear to try and do away with you take these out using two Hydras and a Hellfire each and then the plane will start to move. Just fly behind it and a little to the left and pump all your ammo into it and si-anora madman.

MUAMMAAR, I SEE THAT ALL THE MISSILE LAUNCHERS ARE NOT IN PLACE FOR THE ATTACK.

CHEAT MODE

Greetings folks and welcome to this blisteringly bang-on edition of Cheat Mode. As you can seem we're packed to the gills up this month and fitter than a butcher's dog with a two page guide to Desert Strike on both the Megadrive and the SNES. Well I suppose I must be good at something – eve though I proved that I'll never be able to drive last weekend by bringing all the traffic on Canvey Island to a complete standstill. Don't laugh though matey, driving a car on the road isn't quite as easy as Mario Kart – although most of Canvey Island probably wished they could have just bumped me off the road...

Next month will see the return of that by-gone wonder - Question Corner! So any probs you've got with your gaming fun (provided it's not EA Hockey) stick 'em in an envelope and chuck 'em off to: HURRAH QUESTION CORNER'S BACK AND THIS TIME IT'S FOR REAL, 30-32 FARRINGDON LANE, FARRINGDON, LONDON, EC1R 3AU.

In the meantime make sure you don't let up on your cheats – there's still £150 worth of games up for grabs to whoever sends me the best batch of tips. No-one won this month so if just one of you joystick junkies out there had sent slip send them all off to: PAUL ANGLIN'S CHEAT MODE SCHOOL FOR SAD DRIVERS, 30-32 FARRINGDON LANE, FARRINGDON, LONDON, EC1R 3AU. See you there! Bye.

SUPER NINTENDO

FINAL FIGHT GUY

Here's a spiffy little cheat for all of you that were sad enough to buy this very ropey sequel to Final Fight. On the fourth level you can regain pots of energy by walking up and down in front of the white dog. Be careful where you put your foot though!

SUPER EDF

Joby Taylor manages to get Exmouth on the map this month with a great cheat for an average shooter. To get invincibility simply follow this: pause the game and press A,B,X,Y,L,R up,down,left and right, and that should be just enough to make you completely invincible to bullets...

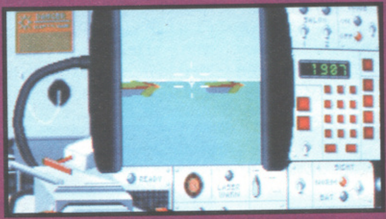
MEGADRIVE

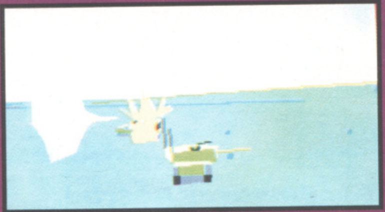
JENNIFER CAPRIATTI'S TENNIS

Alison Eccles from Burnley Lancashire may not have quite the same sort of designer name as tennis star Jenny (shame eh?) but she could certainly blow her frilly tennis whites off when it comes to spotting a top tip. To create a new game type this code GRA ND. SLA M.. (and take care to type it in exactly as our stuperific staff writer has!) This will give you new players of both sexes, all of whom will have better attributes and give you a much harder game.

M1 ABRAMS TANK BATTLE

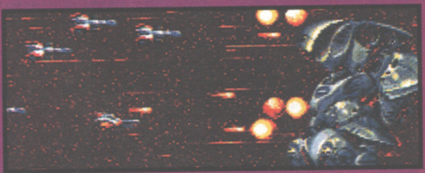
James Cannon from Crawley has found a great to help you blow up people in tanks.Wait for the demo screen then press B,B,C,B,C,C,C,B,C,B,B,C and then start, and your weapons should be more powerful.





THUNDERFORCE IV

Doh! Yet another with no name enclosed. How you can expect to get any fame or even the £150 top prize I'll never know! Anyway, bad luck but thanks for the excellent extra for Thunderforce IV. So, to get a few extra tunes in this great game you need to complete it (good luck) and then go to the options screen and press A and start.



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MEGADRIVE

TAZMANIA

Jason Cambridge from Leeds has managed to find a great level select cheat for Taz. On the title screen if you just press A,B,C and start together and do the same on joypad two then you can just select a level.

JOHN MADDENS '92

Adrian Edwards from Roturoa New Zealand has taken time out from the All Blacks in order to send me all these game codes.

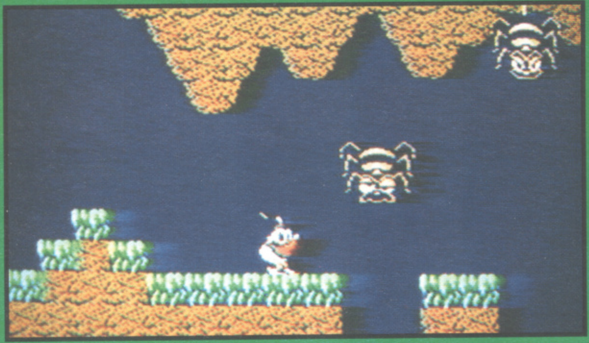
Atlanta vs Oakland at Atlanta - DCMYRLLJ
Buffalo vs Chicago at Chicago - BPS89YH4
Washington vs Oakland at Washington - BOB6DCHR
Tampa Bay vs Buffalo at Tampa Bay - DGNW8TT5
Seattle vs New Orleans at New Orleans - C29XVK31
San Francisco vs Oakland at San Francisco - DSFC2Y6T
Los Angeles vs Buffalo at LA - D77VJWG1
Green Bay vs Buffalo at Green Bay - CCOB9LH5
Miami vs Washington at Washingotn - CS7SSJMD

IT'S GOOD
21 YARD ATTEMPT

NES

DUCK TALES

Kerry Billingham from Romford has found a real money spinner for the game of my fave cartoon. Daring Duck Tales a wooh ooh... Here's how to get to the bonus stage in this game. Find Launchpad and if the fifth digit of your score is a seven you'll go to a bonus stage. Then, when you get a lift back with Launchpad, if the second digit of your score is a seven, you can drop onto some clouds where Giro will arrive and start throwing diamonds at you (stuuupid!). Do this on each level and you can quickly become a millionaire.



JACKIE CHAN

This game stars the nearest living thing to Bruce Lee (apart from the occasional lost mole) and gets the Ryan Honesdale treatment this month. He says that to get infinite continues and have the opportunity of carrying on through the whole game, when you die just press down and the number of continues should increase.

MASTER SYSTEM

PSYCHO FOX

He's orange he's furry and he's not Two Tails. He's Kevin Walsh from Glasgow and he's got a strange accent and probably wears a tartan skirt form time to time. But you can forgive him his peculiarities because he knows something... At the top of the tower of springboards in Psycho Fox is a warp. Choose a tube and as you descend you will appear on a different level.

DEAD ANGLE

A bit of an oldie but still worth a go. Gavin Peacock from Surrey certainly thinks so and tells me that if you plug in two joypads and turn on the machine, when the title screen appears, move both pads left and right until you hear a sound effect. Now by pressing any button on joypad one you'll be magically transported to a later stage.

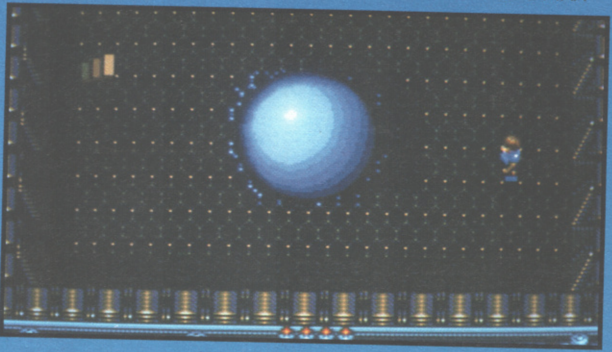
PC ENGINE

LEGENDARY AXE II

The sequel to the greatest slash 'em up ever gets the treatment of my wonderful GT this month. With the turbo switches off as your last man collapses, hold down II and RUN. Tap left on the pad quickly until you get some credits.

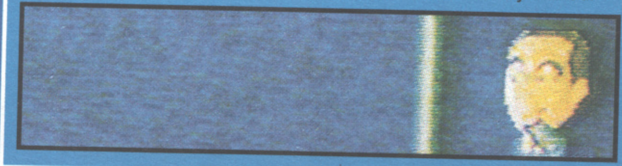
DUNGEON EXPLORER

Hey it's another one of my PC Engine cheats. This is getting ridiculous but if you're having trouble defeating Natas even though you're on level 14, then enter this code to give you a level 19 warrior AEPAJ-DPIAA



CHAN AND CHAN

Some rather suspect rear end retorts pepper this game but I've found another cheat for you all to enjoy. When the game is over on the screen press and hold 1 and 2 then press RUN to continue where you died.



SPLATTERHOUSE

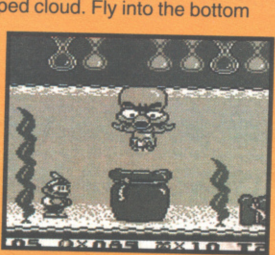
At last you're listening to me. Thomas day has sent me my first Engine cheat all the way from Matson Gloucestershire. To select the hardest difficulty setting just hold down select and button II and waggle the joy-pad a bit and then the word Hard should come up on the screen.

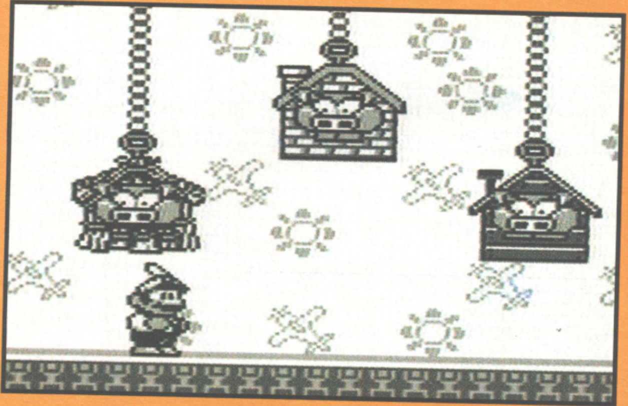
GALAGA 90

It may be a Space Invaders clone but it's great and anyone who doesn't think so can try out my new cheat and then argue with me. To get extra fire-power during the title screen push up then press RUN. On the select mode, choose the single ship and the first pod will give you a triple ship.

SUPER MARIOLAND 2

A somewhat lengthy cheat from Kristian Speke of Ludlow Shropshire but a fine one for all that. Here's how to get 99 lives. After coming out of the mushroom house, go to the Hippo-Zone and enter the Hippo's soap bubble. Stay above the water and collect all the coins and blocks. Eventually you will come to the second Hippo. Just past this you will come to a row of fourteen question mark boxes next to which is a cloud shaped like an arrow. Just above this is a square-shaped cloud. Fly into the bottom right part of the square to reveal a money bag worth 50 coins. All together you should have about 219 coins. Exit this level and repeat the process until you have 999 coins. Carrying your hefty wad of coins, go into the cave and play the fruit machine using 999 coins each go. This way you get great prizes eg: 50 lives. Keep repeating the whole process until you have plenty of lives.





AMIGA

PITFIGHTER

Jaunty Craig Randle from Hinckley Leicestershire has found this seafood related cheat for you all to use on Ataris' L[illegible]ant beat 'em up. Type in LOBSTERS and press 1-0 to select your level. Or press C to go straight to the championship match.

DYNABLASETER

Richard Craig from Formby Liverpool has managed to tear himself away from the local footy ground (I hope it's Anfield) and write down all of these codes. And by the way don't you think Mark Walter's goal against Blackburn was the business?

Level
2-3 UXGKSGVG
2-5 ROVBLLZP
2-6 ROEBLLZP
3-1 UXKKHWST
3-2 ROCBLOZP
3-6 ROELNOZN
4-1 ROBEWNPL
4-7 ROOCNWEV
5-4 UXVVHOAG
5-7 UXVVJVAT
6-1 UXKVWIAT
6-3 RORBNGEL
7-1 ROABNQZV
7-2 UXCKHIUK
8-3 UXCFWESG
8-5 UXRFWPSG
8-6 ROXFLWZN
8-7 MXHEPBEK
8-8 MXNEPHYL

MEGA LO MANIA

Joseph Hanna's best pal sent these in. Thanks to Paul Barbera from Adelaide Australia. Here are all the passwords for this great game:

2nd Epoche: QHPCXEWGIHH (170 men)
3rd Epoche: DRUBLWHGTBN (235 men)
4th Epoche: KTXADURTFCV (300 men)
5th Epoche: XGFCXMNQOOR (330 men)
6th Epoche: VLFCPOTQOOR (330 men)
7th Epoche: TKUCNFNSNON (325 men)
8th Epoche: UMKAXAMKLUD (305 men)
9th Epoche: OFBAXURKHIR (300 men)
Mother Battles: TJLBVSNNIGD (25 men

THANKS TO..

Datel Electronics for the loan of the Action Replay codes and just wait 'till next month when we show you all the tricks you can perform with Streetfighter II and a replay!

PC

PRINCE OF PERSIA

James Hadfield (who sounds suspiciously like an alias for Metallica's very own James Hetfield) from Whitchurch has a great follow-up cheat to last month's Princely effort. Type "PRINCE MEGAHIT" at the DOS prompt and then try the following keys:
K to kill any enemy on the screen,
Shift-B to surround yourself with darkness and
Shift-W to float down chasms.

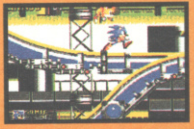
Hey! Shin!
1 PLAYER
EXIT
$U20U0 $08000
MONEY
$030000
$10000 $15000 $30000
EXIT
MONE
$000

UN SQUADRON

7EOOD9O1: this gives you loads of cash
7EOODDOP2: this gives you unlimited mega crush weapons.

SONIC 2

Infinite lives: FFFE1 20009
99 rings all the time: FFFE2 10063
FFFEO 90001: this allows you to modify your own level.



SUPER AXELAY

Infinite lives: 7EOO5EO3

ACTION REPLAY

It's Action Replay hilarity ahoy with a teenie taster of Replay cartridge cheats.

SUPER GHOULS AND GHOSTS

7EO2A402: this gives you infinite lives.

VASTLIGHT

If you are in search of the latest wares at competitive prices; the road can only lead to one ultimate destination !!!

MD Sonic 2	**DM58,5**	**£24**
SFC Kikikuikui	**DM87,5**	**£36**
SFC Tiny Toons	**DM87,5**	**£36**
SFC Rushing Beat 2	**DM97,-**	**£40**
SFC Fatal Fury	**DM97,-**	**£40**
SFC Jaki Crush: Naxat Super Pinball	**DM87,5**	**£36**
Venus Pal 1 Booster (best one for SFC)	**DM58,5**	**£24**
Hori Fighting Stick (best 6 button joystick for SFC)	**DM110,5**	**£46**
City Boy Joystick (for 4 systems)	**DM104,-**	**£43**
MGH (Dual purpose version)	**DM510,5**	**£213**
Twin SC Pro.5	**DM437,5**	**£183**
UFO Pro.6	**DM416,5**	**£175**
Super Pro Fighter (New on market; contains DSP chip)	**DM499,-**	**£209**

All prices include registered post; add DM24/£10 in you require Speedpost 3 day courier

The above is a brief list of what we supply; DM2/£1 for a concise list or Fax/phone us. We can get hold of the latest SFC cartridges a couple of days before the official release date in Japan. If you want to see the latest products and some of the 22 versions of SFII then get our video. Refer to last months issue for full details. Knowledge is the key if you are to stop buying crap products. No bull. No lie. Just straight up facts. Over 100 minutes of action that will bring you up to the present day!

Zahlungsmodalitåten

Alles was zu tun ist, ist das Geld auf das angegbene Bankkonto zu überweisen in Deutsche Mark. Schickt oder faxt uns danach die Durchschrift des Überweisungsformulars mit Eurer Bestellung zu. Die Ware Wird Spåtestens 2 Tage nach Bestelleingang verschickt und ist in der Regel nack einer Woche beim Empfånger.
Bankkonto Nr. 8250912 bei der Deutshen Bank Munchen (BLZ 700 700 10). Empfånger : Lee, King Lok

Method of Payment

All yoo need to do is go to your nearest Barclays Bank and deposit the appropriate amount into our bank account. After completing this task, send a photocopy of your giro credit counterfoil or fax the slip to us with details of your order. All goods are sent out within 2 days of receipt of your order. Our bank details:
Name Nicky Lee, A/C no 50573663, bank sorting code 20-70-04

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MEI WAH BUILDING, WAN TAU STREET, TAI PO, NT, HK
TEL : HK 852 675 8751   FAX : HK 852 675 7919 OR 675 8021

CVG OFFICIAL W

Dear Wimps...

Take my hand and come with me as we dive headfirst into another sackful of Official High Scores! I've had more than the usual amount of weeds trying to spin my chin this month with bogus scores; needless to say that they went straight in the bin, but not before I added them to my ever-growing list of sad losers. When I reach the magic number of designated CHEATERS I'll publish them in one whole page of shame, so you'll all know how utterly despicable and pathetic at games they really are. One incredibly sad man even tried to pass off a High Score of 109 levels completed on Super Mario Land. Very very very sad indeed. Until next

AMIGA

I'm getting a bit tired of these Amiga scores - the whole chart's been totally dominated by Pinball Dreams lately. No one's put out a decent Project X score yet either. So improvements needed all round, don't you think?

PINBALL DREAMS - NIGHTMARE - 332,624,451
Neil Wright, Wirral

PINBALL DREAMS - BEAT BOX - 58,997,947
Neil Wright, Wirral

PARASOL STARS - 1,694,440
Joseph Oliver, Nottingham

\ADDAMS FAMILY - 598,200
Paul Sutcliffe, Halifax

PROJECT X - 856,910
Raphael Ribeiro, Watford

TEST DRIVE 2 - 244,808
Andrew George, Dyfed

SILLY PUTTY - 450,000
Scott Palmer, Dudley

SUPERCARS II - 38
Jamie Aldron, Swansea

LK HIGH SCORES

ARCADE

There's no denying the machine's immortal popularity, but haven't any of our champion arcade busters played anything else but Streetfighter in the last four months? Variety's the spice of life and I want some real High Scoring Vindaloos to be sent in before I go off the boil!

STREETFIGHTER CHAMPIONSHIP EDITION - 1,482,501
Ashlet Fullwood, Wolverhamton

MORTAL COMBAT - 6,537,000
Daniel Hassany, Hove

ART OF FIGHTING - 8th Round (the gym)
Craig Smith, Swansea

GAMEBOY

Some new faces have appeared on the Game Boy scene, so I'll expect to see top scores on Xenon 2, Speedball 2 and Mario 2 very shortly. Until then this crop will just about tide me over, but next month I want them through the roof!

SUPER MARIO LAND - 376,020
Paul Smythe, Sunderland

R-TYPE - 89,950
Bob Pullen, Doncaster

THE AMAZING SPIDERMAN - 142,160
John Pearson, Co Durham

TETRIS - 181 Lines
Andrew Lobo, West Croydon

CAESER'S PALACE - $50,000
Robert Sims, Worcester

WORLD CUP - 52-0 vs Cameroon
Oliver Pearson, Boston

CASTLEVANIA - 142,670
Harry Kruger, Greece

TURRICAN - 370,150
James Musselwhite, Bournemouth

GAME GEAR

Not the worst scores in the world, GG freaks, but they're in pretty short supply. With all these new fab carts on the way, there's definitely no excuse for not getting those scores in. So DO IT!

SHINOBI - 60,005
Allan Campbell, Faversham

WONDERBOY - 200,720
Allan Campbell, Faversham

SONIC - 165,440,450
Sharon Mitchell, Scotland

MEGADRIVE

Nothing to shout about this month, Megadrive owners. Have you all fallen asleep or are you suffering from post-Christmas nerves? Let's hope that you get something sorted out for the next issue - or you'll be feeling the full force of my wrath. And that's not nice.

KLAX - 4,613,005
Paul Smythe, Sunderland

BULLS VS LAKERS - Bulls 64 Celtics 9
Gary Treacy, Corby

ALIEN 3 - 3,697, 550
Lee Croft, Kent

TAZ - 1,535,275
Tony Phillips, Romford

PITFIGHTER - 1,984,640
Chris Keen, Chichester

STRIDER - 131,850
Randolph Wilcox, Willenhall

MERCS - 1,377,350
Rory Jones, Laindon

THUNDERFORCE 3 - 6,652,500
Peter Ronaszeki, Australia

PGA TOUR GOLF - 53
James Horrocks, Halifax

TOEJAM & EARL - 1014 (Funklord)
Russell Mills, Stonehouse

NES

A veritable cornucopia of NES Scores this month! It's good to see the machine is still being run ragged by our incredible readers. Keep the Mario Scores coming in and get busting those aliens!

DUCK TALES - 57,277,100
James Fletcher, Aylesbury

TETRIS - 999,999
Ryan Murray, Glasgow

TURTLES - 753,760
Steven Robson, North Shields

STEALTH ATF - 1,691,700
Steven Robson, North Shields
ROBOCOP - 10,121
Garry Barker, Co Durham

BOMBERMAN - 800,783,400
Harry Krueger, Greece

MASTER SYSTEM

Bit low on Master System Scores this time around - what are you all doing out there? The NES owners have whipped your asses this month; if you don't improve I'll have to join them in your misery!!

ALEX KIDD IN MIRACLE WORLD - 117,600
Pete Neilson, Ilkeston
SONIC THE HEDGEHOG - 423,700
David Cree, Newbury
MICKEY MOUSE - 1,214,467
David Cree, Newbury
ASTERIX - 633,400
Christopher Fallon, Renfrewshire
GLOBAL DEFENSE - 105,970
Christopher Fallon, Renfrewshire
CHUCK ROCK - 198,400
Minesh Vohra, Willesdon

SUPER NINTENDO

I knew it wouldn't be long before Axelay scores started to trickle through. Not a bad effort from Leigh Jackson, but I'll expect to see more from him later! Mat's score on Darius Twin is extremely respectable also, and it's been a bumper crop of SNES Scores this month all round. Keep it up!

BART'S NIGHTMARE - 9,999,99 COMPLETED
Leigh Jackson, Hull
SUPER CASTLEVANIA 475,010
Leigh Jackson, Hull
AXELAY - 1,693,850 COMPLETED HARD LEVEL
Leigh Jackson, Hull
ACTRAISER - 168,900 POPULATION OF 4186
Andrew Cake, Newport
KING OF THE MONSTERS 334,170 COMPLETED
Patrick Seaman, Manchester
JOE AND MAC - 510,400
Glenn Urquart. Edinburgh
STREETFIGHTER 2 - 1,304,101
Adam Doy, Norwich
DARIUS TWIN - 4,882,200
Matt Oxley, Ripley
AREA 88 - 3,192,900
Miles Cadwllader, Brockley
PRINCE OF PERSIA - COMPLETED WITH 26 MINUTES LEFT
Miles Cadwallader, Brockley
SMASH TV - 22,196,500
Daniel Martindale, Perth

Official UK High Scores

Dear Wimp's

Here it is - your chance to prove you're a great gamer and win the fame of your name in the Official High Scores and the chance to play against the CVG boys themselves! The CVG stars reckon they're the greatest when it comes to games and can beat the pants off any of you puny wimpos, so it's up to you to prove them wrong! I'll be picking the hottest players of the lot and invite them down to CVG Towers to play against the boys themselves - and every month the hotshot who I reckon is the greatest gamer will win themselves an incredible framed and signed photo of yours truly! So if you want fame, fortune, a crack against the CVG boys and the greatest gaming trophy in the land just rack up those points, fill out this form and send it off to: OFFICIAL UK HIGH SCORES, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Remember, you've got to be in it to win it, so get to it wimpos!

Sadie

Official UK High Scores Entry Form

Dear Sadie,
I reckon I'm the greatest gamer around and can beat those CVG boyos any day of the week. Here are my High Scores to prove it and I hope you pick me for some gaming glory:

GAME
FORMAT
SCORE

GAME
FORMAT
SCORE

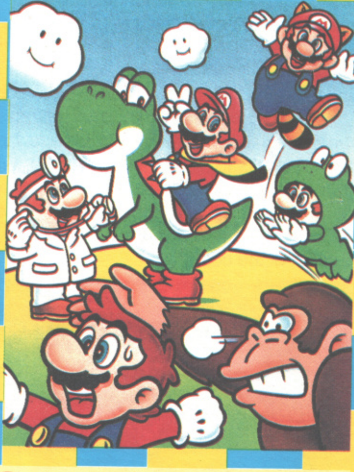
GAME
FORMAT
SCORE

NAME

ADDRESS

MARIO MANIA!

When we do it, we do it BIG! Mario, the most famous plumber ever, just goes from strength to strength and to celebrate his huge star status, we're giving you the complete Mario story to coincide with the fantastic FREE Mario badge on the cover of this issue! So feast your eyes and rev up your consoles for the non-stop roller-coaster ride that has seen Mario become the world's largest-grossing video game character of all time!



GETTING A LIFE

Mario was the sole creation of Japanese video game programmer and designer Shigeru Miyamoto. Although he's now a household name in the Land of the Rising Sun, with his own daily cartoon series and his face plastered on more objects than the Queen, his humble beginnings were in arcade games way back in 1980. Donkey Kong was the first game ever to star the hat-wearing Brooklyn boy - and at that time, he didn't even have a name! The idea was to guide Mario up a series of slopes and ladders to the top of the screen to rescue his girlfriend. While you jumped and climbed your way forward a large ape stood at the top and hurled barrels down at you. Graphically, Donkey Kong was nothing special and the only pick-up was a small mallet with which the character could break the barrels, making the whole experience as far from todays games as you could get. However, video gaming was in virgin territory and Donkey Kong became a massive hit.

SECONDS OUT!

A sequel was assured, but this time the tables were turned as Mario caged the wicked Kong and left the task of rescue up to the ape's young son! Donkey Kong Jnr. was another smash that was eventually to be released on one cartridge alongside Donkey Kong for the NES. It just goes to show how small and basic these games were compared to todays mammoth cart-busters

THIRD HELPINGS

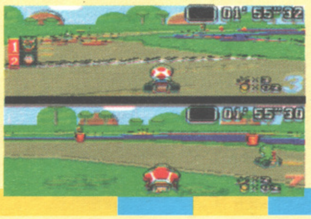
The third in the series proved to be a radical departure from the platform/climbing theme. Donkey Kong 3 saw Mario swatting insects and eventually the big ape, in his attempts to chuck the hairy fiend off the top of the screen. At first people took to the change in style, but the longevity of gameplay just wasn't there and most thought that perhaps the plumber had had his finest hour.

DODGY DAYS!

Not to be put off the programmers gave it one last try at the end of 1984 with the fourth and final Donkey Kong game. Realising their mistakes, it was back to the drawing board and a return to the original style. However, video gaming had stepped up a notch and whilst it was still in the factory, Nintendo bosses decided that the game wasn't quite up to the scratch of the competition's releases and the machine was never shipped out internationally.

NEW BEGINNINGS

The Donkey Kong legacy now well and truly over, Mario was ready for his own personal assault on the arcade gaming world with the first of his now infamous platform adventure titles. Mario Bros introduced Luigi, Mario's twin, to the public with the first two-player game starring the pair. In this game the brothers had to clear the screen of cute animals, including snowmen and crabs, as they crawled out strategically-placed pipes. The guys had to first knock the baddies out from underneath platforms and then kick them off the play field with a mighty punt!



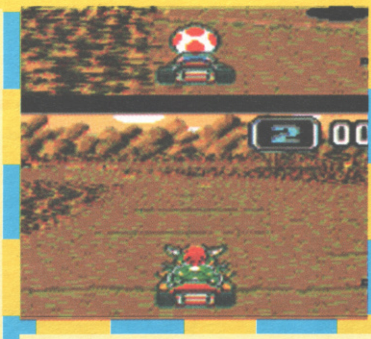
WHAT! MORE?

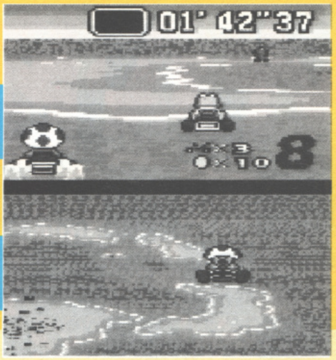
By now Mario was well on his way to super-stardom, but it wasn't until 1985 and the release of Super Mario Bros that his true potential was realised. Up until now he'd been confined to one screen, but with the emergence of horizontal scrolling our hero could really start cooking. Eight massive levels were given over to the character as he trashed his way through surprise after surprise and enemy after enemy to get back his beloved Princess Daisy. Packed with imaginative gameplay features and scores of hidden rooms stuffed with treasures, the game sold over 43,000,000 units worldwide, shooting the plumber into the top flight and making him the highest money spinning performer in the world!

02' 26"02
02' 28"00

ALTERED IMAGES

Super Mario Bros 2 was an odd one; rather than create the sequel from scratch, the programmers simply took an old game, tweaked the graphics and gameplay and launched the title as an original cart. This time around, players could choose from four characters - Mario, Luigi, Princess Daisy and Toad. Generally regarded as the weakest in the series, Super Mario 2 was nevertheless another phenomenal hit.





CHOICES CHOICES

Things get a little complicated now as Nintendo launched the Game Boy and Super Famicom machines in Japan. Up until now all these games had only been available on the NES and it was only logical that what worked on that format would work on their new machines as well. So, with a new Mario game for the NES, the incredible Super Mario 3, re-establishing the character as number one in the video gaming world, Nintendo decided to release a special Mario cart for its 16-bit flagship machine - the incredible Super Mario World. The Famicom version contained no less than 96 levels - even more if you're a top player - and new characters, including Mario's guzzling dinosaur pal, Yoshi, and fantastic features such as a special flying cape for Mario and the super drill, which lets the hero tunnel through blocks to hidden levels. Mario could even jump on the back of his prehistoric friend and spit fireballs at the many enemies When the system was launched in the UK, now known as the Super Nintendo Entertainment System, the game was bundled with the machine; the SNES flew out of stores the length and breadth of the country.

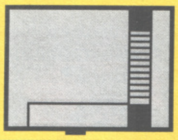
THE NEVER ENDING STORY

Other Mario titles include Dr Mario, a sort of Tetris-cum-Columns hybrid and Super Marioland, both for the Game Boy. But with the huge success of the Famicom's game other stars such as Yoshi have, and almost certainly will have, their own titles. Even as video gaming becomes ever more diverse, it seems that the Mario formula will just keep on trucking. He's already grossed over three times as much money as the biggest film in history; and speaking of films, the Super Mario Bros movie is in production, starring Bob Hoskins as the man himself and Dennis Hopper as Bowser, King Of The Koopas! It looks as though Mario Mania could go on forever - he's beginning to appear in games other than platform-based - check out the amazing Super Mario Kart - and with T-shirts, cartoon shows and even records featuring the moustachioed maestro, we bet you wish it was you who doodled the rotund, cap-wearing pipe-fitter in a fit of boredom!

NES

PLATFORM

BY OCEAN
£35.00



PARASOL STARS

Bub is back! The once-dinosaurian star of Bubble Bobble and Rainbow Islands is still in human form, and still battling against the dastardly Baron von Blubba! The big boss baron is up to his usual being-not-nice antics, and it's up to the portly kid to grab his magic umbrella and take on all manner of weird and wonderful meanies before the Baron and his boys do something unspeakable to Bub's pals.

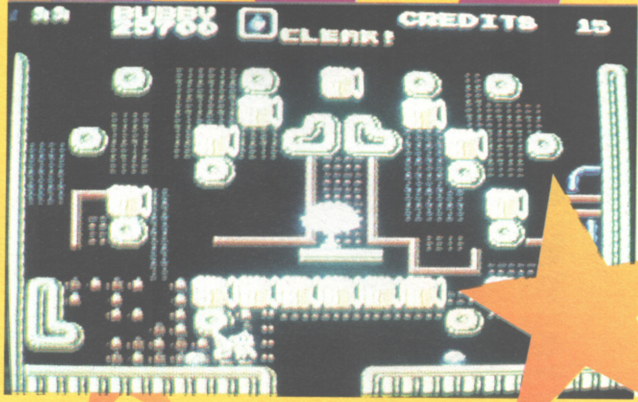
I thought that I'd be getting just a little tired of these cute platform games by now after around three years of playing them, but to be perfectly honest, having had a good old crack at Parasol Stars on NES, it's reminded me of just how good they are when done well. Graphically the game's no great shakes - neither, for that matter, were the prequels - but they're jolly and move around well. Sound isn't bad either, although just how long you can stand the tinkly tunes before you go completely off your trolley, I wouldn't like to guess. No, for me it's the gameplay which makes these titles stand out from the crowd, and there's no denying that Parasol Stars has that vital ingredient in abundance. You'll be instantly hooked from the beginning and will keep returning to the action time and time again. Loads of baddies, bonuses galore and a lasting challenge are what Parasol Stars has going for it - give it a whirl and you'll agree!

PAUL RAND

GRAPHICS	%	83
SOUND	%	85
GAMEPLAY	%	90
VALUE	%	89

A JOLLY BROLLY

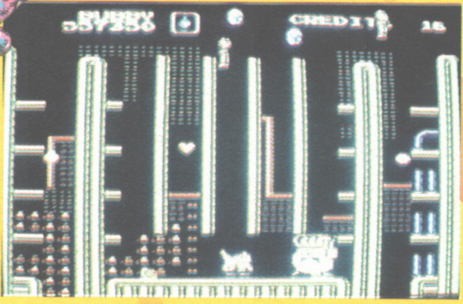
Bet you thought an umbrella was only any good for keeping the rain off you and poking peoples' eyes out with the ludicrously pointy bits as you saunter along the streets? Not if you were using it to take on Baron von Blubba and his cronies, for in Parasol Stars you have a magic brolly that not only lets you stun the meanies, it also allows you to pick up drops of water and hurl them at the enemies, destroying them in the process!



BUBBY
CREDITS

GOOD GOLLY! A LORRA LOLLY!

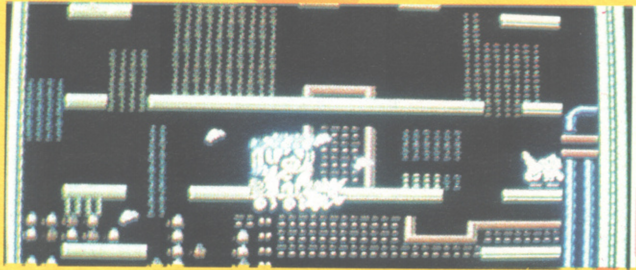
As in Bubble Bobble and Rainbow Islands, one of the key features to be found in Parasol Stars is the absolute horde of secret bonus goodies, simply aching for collection! If you can wipe out all the baddies on-screen in the correct order, hidden doors open to let you in on those lovely extras. Other surprises include bags of dosh falling from the sky, big cakes (like those seen in Bubble Bobble) and other point-increasing chattles!

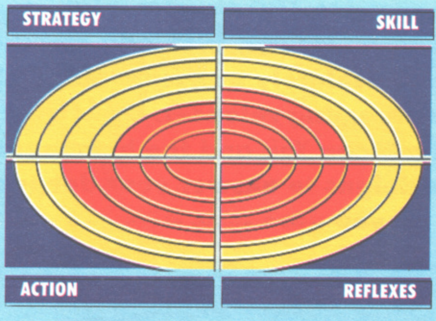


BUBBY
CREDITS
14

VELLY JOLLY!

Bubble Bobble and Rainbow Islands weren't exactly known for their frightening end-of-level guardians, and Parasol Stars is no different. After all, who could be frightened by a large one man band? But don't be lulled into a false sense of security; like most end baddies, if you mess with these fellers you've got to be good, otherwise you'll just get got!





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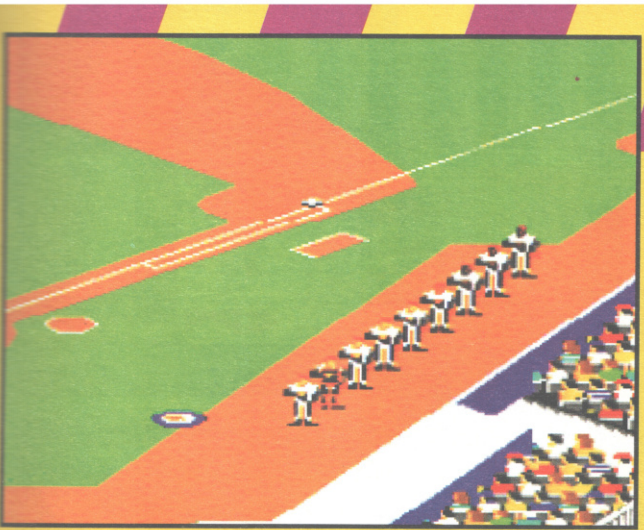
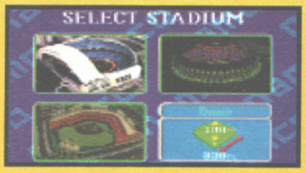
For the ultimate in Sega gaming, cop a load of the utterly excellent Christmas issue of ***MEAN MACHINES SEGA*** — on the shelves now. GASP at the massive 180 page special issue, packed with a huge wodge of superb reviews, previews and the latest news updates. ***SWOON*** at the absolutely awesome Mega CD video exclusively previewing all Sega's forthcoming releases. ***DELIGHT*** in all the warped and twisted replies of the Mean Yob and the humungous tips section. ***SIGH*** with relief as Jaz deigns to answer your deepest console queries. But above all ***ENJOY***. Do you dare miss it?

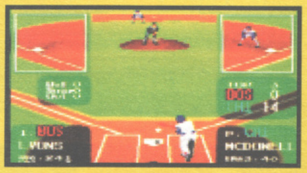
●MEAN MACHINES SEGA●MEAN MACHINES SEGA●



HERE ARE THE LADS, ALL READY AND WAITING FOR USA'S ANSWER TO ROUNDERS!



STADIA GALORE - WHICH TO CHOOSE?

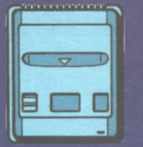


THERE'S NO WAY HE'LL HIT THAT!

SUPER BATTER UP

SUPER NINTENDO

SPORTS SIM

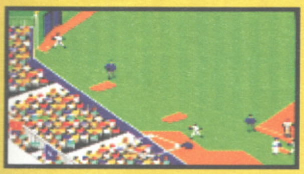


BY NAMCO
£42.99

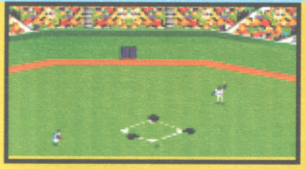
Baseball? Oh yeah, it's a bit like rounders, innit? No, not really. For a start it's American, the bat is a lot larger, the ball is thrown a touch faster and you have to wear stupid caps to play it as well. The basic rules are quite simple - someone chucks the ball at you and you hit it as hard as possible, then run. Meanwhile, the other guys have to try and run after the ball and get it to the base before you do, or catch it before it hits the ground. Great, eh?

STRIKE

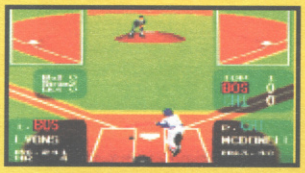
As with most sports sims lately, Super Batter Up uses real American League teams and real team stats. This basically means that there's a lot more strategy involved than just picking teams at random. There's no famous players in there (which means the absence of that get Roger Clemens) but the teams' skill levels change drastically from one end of the board to the other. The instruction book gives you a full rundown of all the teams' player stats; there's everything you need to know about every player in there, from throwing skills to height - these come in very useful when selecting your starting line-up or calling a time out.



IT'S LONELY IN THE OUT-FIELD!



GO ON, CATCH IT MAN!



HOME RUN COMING UP!

TIME!

If, when your batter gets to the plate, you realise that he can't even swing a cat in an empty room, you can always call a time-out and relieve him of his duties at any point during the match by pushing Start. You only get a limited amount of time-outs for each innings, so use them wisely - a good tip is, just as the pitcher is winding up, call 'time' in order to put him out of his stride a little.

THANKS...to Shekhana Consoles (081 340 8565) for the review cartridge.

BOTTOM OF THE NINTH

As well as being able to choose from real teams, it's also possible to choose different styles of play. There's your standard one or two player mode which puts you up against either the computer or a mate over however many innings you decide to choose. A standard game consists of nine innings, but if you've only got a few minutes you can play just a couple. If you fancy something a little more challenging you can take part in a full Major League season - only in one player mode, but you get to participate in a real season with league standings and such. There's also a password option so that all your hard work does not get wiped when you switch off.

BOOM!
NUFF SAID!

Super Batter Up is yet another in an unnecessarily long line of failed efforts. The problem with Baseball games is that you just cannot give any of the players an IQ above that of Steve Keen, which makes catching players out and preventing steals very hard. As well as all the standard problems of such titles, Super Batter Up suffers from its own as well - it's complete crap! The game is so slow and the players so unresponsive that you won't want to bother playing past the first innings - ever. Just to hammer the final nail in the coffin, the music is probably about the worst I've ever heard in my life; we're talking worse than Top of the Pops in 1976 here. Tunes are so repetitive and sad that you'll be likely to turn the volume right down and rip the knob off!

PAUL RAND

GRAPHICS	%	78
SOUND	%	24
GAMEPLAY	%	48
VALUE	%	31

CVG
36
CVG

MEGADRIVE

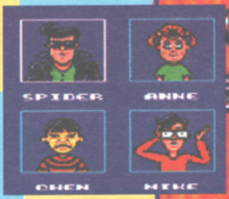
RACEING

BY CODEMASTERS
£34.99

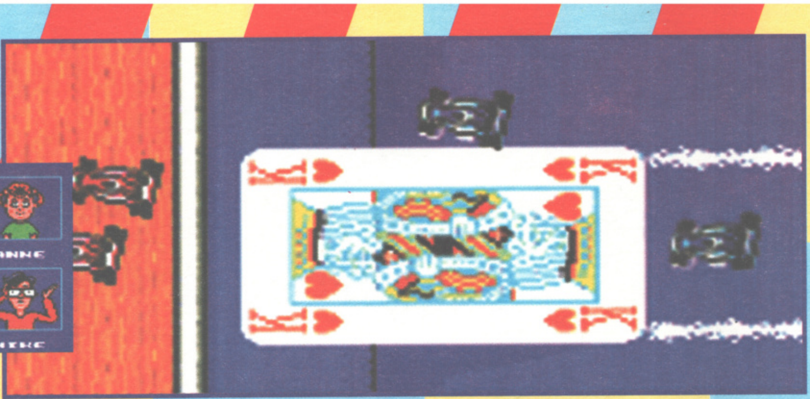
It's amazing what kids keep in their pockets these days. In my time you'd be lucky to find three pence, a conker and a fluff-covered Murray Mint! But now you're likely to discover a half-dozen electronic games, a parent's credit card and more miniaturised cars than Elton John keeps in his garage! Micro Machines first saw the light of day as tiny, detailed vehicles that kids collected. The Codies saw their true potential and stuck the microscopic toys in a race and chase game on the NES which set the world alight! Now it's been given the full 16-bit treatment and is shooting onto the Megadrive.

The Micro vehicles are incredibly nippy and move brilliantly with great sound effects as the tiny motors whir around the circuits in and out of the huge obstacles. They even have shadows whenever they leave the table and fly over a jump. Some of the other contestants are a bit of a push over and the screen could have done with showing more of the track, but the end result is great. There's not a lot to the game when it gets down to it, but what a lot of fun it is. There are 27 different courses and at least six tiny craft for you to master, so you won't be wanting for more events for quite a while. Each one handles realistically, although some are more delicate to the touch than others. This is highly recommended and one of the best race games on the Megadrive.

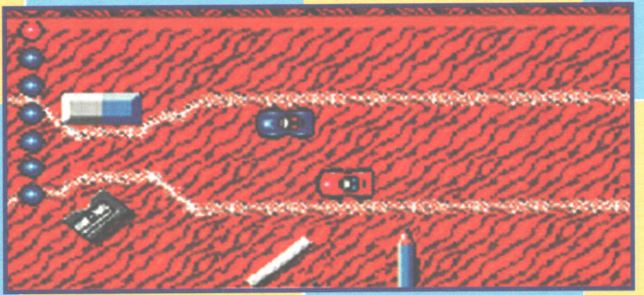
STEVE KEEN



WHICH ONE WILL YOU CHOOSE?



THE ORIGINAL
MicroMachines
SCALE MINIATURES



HEADING FOR A FALL

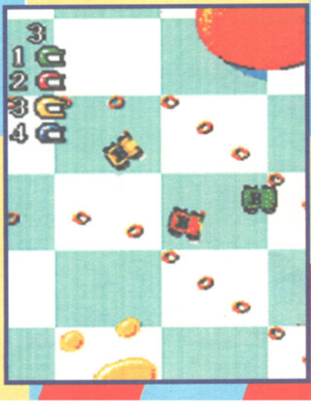
Out of all the different races one of the most fun is the head-to-head light challenge. On this course you must race to the finish line, keeping all the other cars behind you. If you get left behind and disappear off the screen you lose a life, but if you leave the other racers behind they'll disappear in a puff of smoke. Nice one! Sometimes the track's lines are a little difficult to make out, but you can always cut a few corners. Be careful though - too much time off the track and you'll explode!

MINIATURE MADNESS

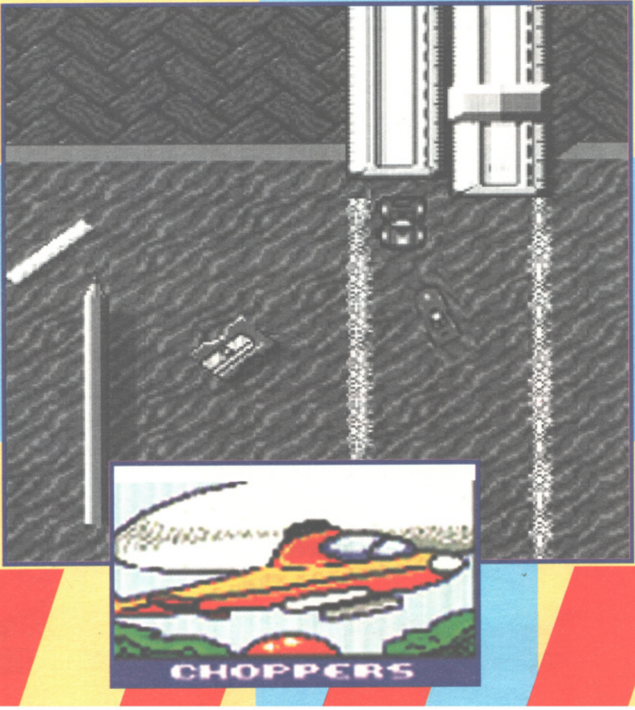
Everything in Micro Machines is cut right down to size. All the racing takes place in our world on huge breakfast tables, floors, sideboards and even in the bathtub! They may be small, but these machines certainly pack some zip. It's not just a question of the fastest taking the chequered flag, though. The winner will have to guide his vehicle around tons of everyday obstacles that look as though they've been left behind by an extra from Valley Of The Giants! There are pools of sticky honey that have been dripped onto the track, glue, pens and pencils, rubbers, nuts and bolts and loads of other gargantuan obstacles, spread over 27 twisting courses and locations

SMASH AND BASH

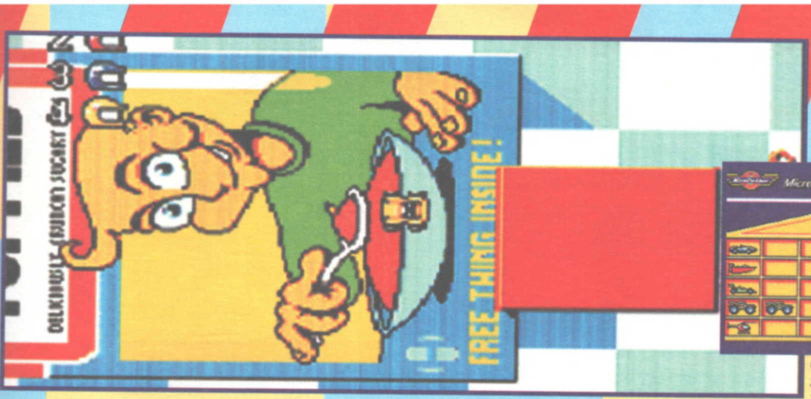
Beating the opposition requires cunning and tactical use of the nudge. Buffet opponents' cars out of the way if they take up too much space and exploit those huge tangerine segments by subtly pushing other people into them! There are rivers, jumps and even cereal boxes that can be used to make you the undisputed champion.

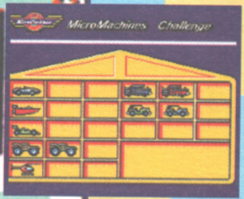


UH-OH! MIND YOU DONN'T HIT THAT PENCIL SHARPENER!

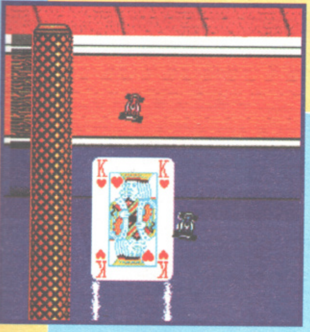


REVIEW

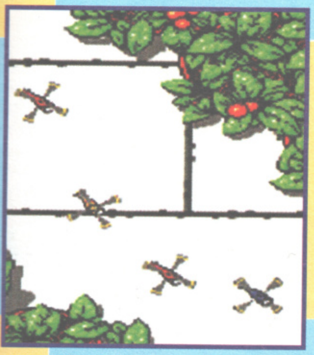

FREE THING INSIDE!
DELICIOUSLY SUGARY SUGAR BITS
3
2


MicroMachines Challenge

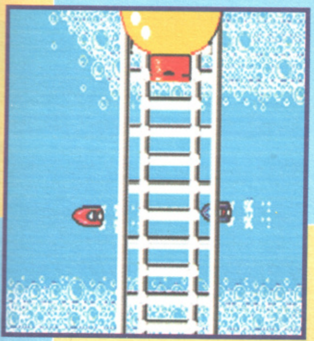
CRUMBS! A RIGHT SMART PRESENTATION BOX!!



HEY! IT'S THE KING!



A QUARTET OF LITTLE CHOPPERS...

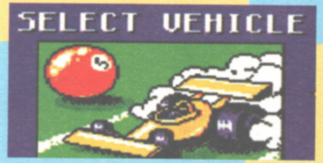


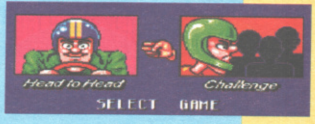
JOLLY BOATING WEATHER

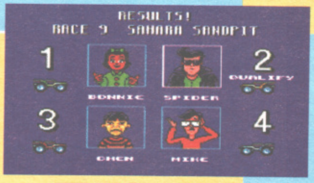
MicroMachines Challenge

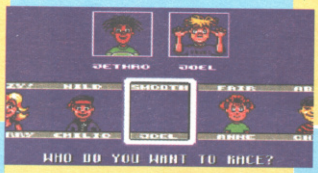
VEHICLES FOR ALL OCCASIONS

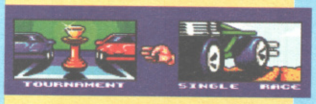
In true form, just as though you were collecting the real items, Micro Machines takes you through the whole series of toys . Slide into control of sports cars, power boats (watch out for the plug hole!), combat tanks, dune buggies and mini-helicopters that flutter through the garden. When you're racing in the challenge mode you get a nice wooden presentation case to put all your cars in when you've finished with them before moving on to the next race. You only get three credits and if you don't finish in one of the top two positions you'll lose your collection and must start again.


SELECT VEHICLE


Head to Head
Challenge
SELECT GAME

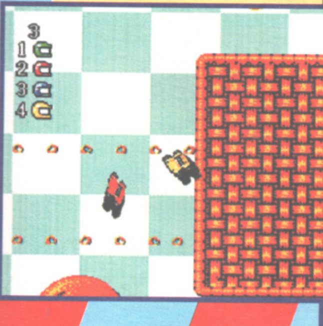

RESULTS!
RACE 9 SAHARA SANDPIT
1
2
QUALIFY
BONNIE
SPIDER
3
4
CHEN
MIKE

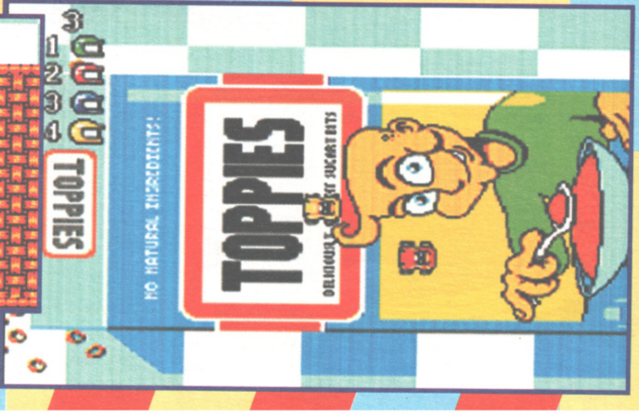

JETHRO
ODEL
WILD
SMOOTH
FAIR
CHILD
ODEL
ANNE
WHO DO YOU WANT TO RACE?


TOURNAMENT
SINGLE RACE

TWO PLAY

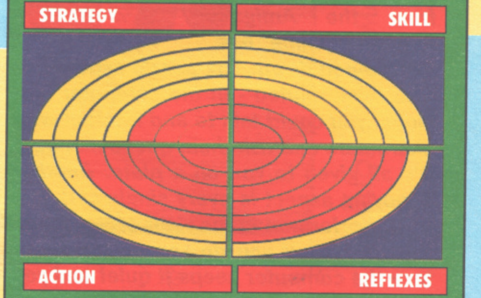
No racing game's complete without two player hilarity. And you can tear around the obstacle-ridden tracks in a single player game, choosing up to four opponents from a bank of computer contestants, or a two player challenge racing against a friend. You can even choose the tracks and vehicles with which to race. The Computer holds zillions of contestants all varying in ability from Ace to Paul Rand - but no-one's THAT bad!




3
1
2
3
4
TOPPIES
NO NATURAL INGREDIENTS!
TOPPIES
DELICIOUSLY SUGARY SUGAR BITS

Considering they're best known for the slightly tedious Dizzy series, I was very surprised when the Codies came up with the incredible Micro Machines on NES. It looked a bit tinky, but played like a charm. Now it's come to the Megadrive and the quality is on a par with the 8-bit Nintendo game - that means it's very good. Graphically you'd expect it to be superior, and it is; small but perfectly formed sprites and a stack of great-looking tracks are pleasing to the eye without being gaudy. Some of the opposition racers are verging on the sad side, but generally there's a meaty challenge in there, and the game really comes into its own when you grab a pal for two-player thrills and spills. One of the better racing games on the Megadrive, Micro Machines is a winner for Codemasters!

PAUL RAND

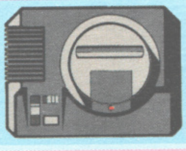


GRAPHICS	%	79
SOUND	%	80
GAMEPLAY	%	89
VALUE	%	87

CVG
89
CVG

MEGADRIVE

SPORT SIM



BY ELECTRONIC ARTS
£39.99

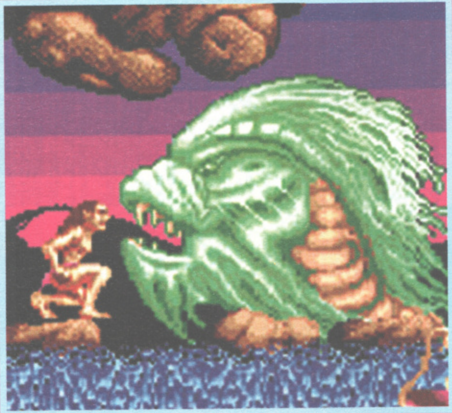
It was only a few months ago that you dispatched the evil Zelek from the world to regain your human form, and now the pest has returned to steal your sister. There's no peace for the deformed, and this time you've got to fight the Beast on his own turf. So, snatching up a heavy mace and donning a loin-cloth, it's time to traverse the treacherous land of Kara-Moon to Zelek's domain and enter the towering castle of darkness for the final battle.

I'd rather Pick my nose.

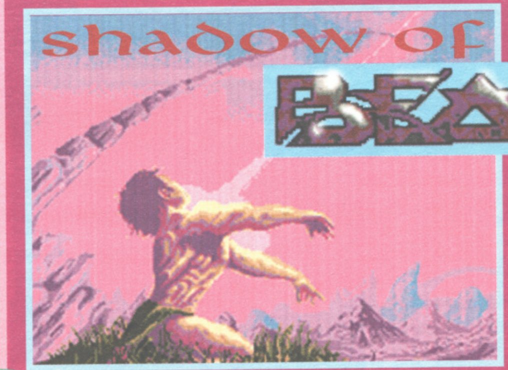
EA could have ironed out Beast's little niggles to release the huge potential that the original game had; instead, they've opted for a straight port-over from the Amiga that, if anything, has been toned down. The puzzle aspect has also been diluted - in the computer versions, you could talk to and interact with characters and ask them questions; here it's all given to you on a plate. Another annoying aspect is every single task has to be performed in the right order or you can't finish. If you do something out of turn the computer keeps it quiet and you can go on for hours before getting completely stuck and shoved back to the beginning. When it boils down to it, Beast II is supposed to be a thinking man's platform beat 'em up, but the only real puzzle is how to stay alive long enough to make it past the next screen! After a while you won't care much if you do.

STEVE KEEN

GRAPHICS	%	**84**
SOUND	%	**89**
GAMEPLAY	%	**79**
VALUE	%	**78**



shadow of BEAST II



curiouser and curiouser

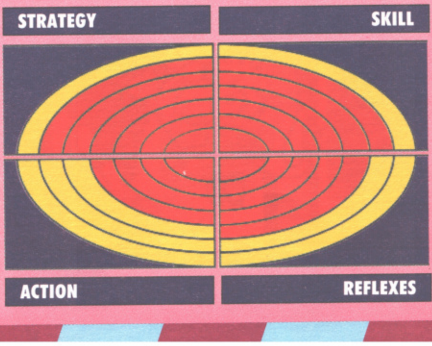
After defeating Zelek the last time round, you managed to break the spell that transformed you into a beast and have turned back into human form. You now look more like a cross between a naked Jeremy Beadle and David Bellamy! The curious graphics, with their bold, richly-coloured backdrops and pale sprites, really do give the impression of another world and work very well, even if they are extremely simple.

delectable collectables

The beast can collect up to four objects which can be used at any time; however, only his standard weapon, the mace, can be used more than once and armaments such as the flying battle-axe have to be saved until the right moment as they only last for 10 seconds. Coins, keys and potions can also be found and all must be used at the right moment. You only get one chance in this game!

tricks and traps

Beast II is more than your average platform shoot 'em up - there's quite a large puzzle aspect to the game as well. You'll come across many blocked corridors, traps and puzzles that are far from obvious to solve. It would be impossible to finish this monster in one sitting, even when you play on the easiest level - it's one thing having the ability to change weapons, but to have to do it in the thick of a fight, when every drop of elixir is vital, is another matter.



CVG
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CVG

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Risky Woods

MEGADRIVE

PLATFORM

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It's a dark day in the Risky Woods. It used to be that the only risky thing about walking through it was having a bird dump on your head. But now the undead servants of the evil lord Draxos trip through the undergrowth where fluffy bunnies once dwelled, and only Rohan, the wood's sole warrior, can get rid of Draxos and his walking corpses for good. Risky Woods marks something of a change of direction for EA; after concentrating almost solely on simulations they've decided to try their hand at good old-fashioned platform hack 'n slay action.

What Risky Woods lacks is any sort of hook; there's no variation in the gameplay, which is painfully obvious when you start a new level. On the plus side it is surprisingly playable for something which offers nothing new to the field of platform gaming. You're given a plentiful supply of creatures to kill, a good variety of weapons and the temptation to hang around collecting disks often leaves to some close shaves with the time limit. If you fancy getting your hands on a cart which will last you longer than an afternoon you wouldn't go far wrong with this. On the other hand, you may find it too frustrating to be really worthwhile, which is why I suggest you give it a play before you pay.

PAUL ANGLIN

GRAPHICS	%	80
SOUND	%	78
GAMEPLAY	%	78
VALUE	%	80

JOAN ARMOUR-TRADING

Occasionally when a creature is shot it drops a metal disk. Rohan, using his amazing iron-working talents, can construct a suit of armour from the disks he collects. Gathering thirty-two lets him a build a suit of silver armour which absorbs half the damage inflicted on him. Sixty-five disks are enough for him to build the rock-hard gold armour which affords 100% protection from damage. Being hit by one of Draxos' creatures costs Rohan one disk, regardless of the type of armour he's wearing, and should the number fall below that required to build the armour it comes apart, leaving Rohan with nothing more than a loin cloth and a smile.

score
084090
hi-sc
100000
2:38
0
16
life 2
stage 1

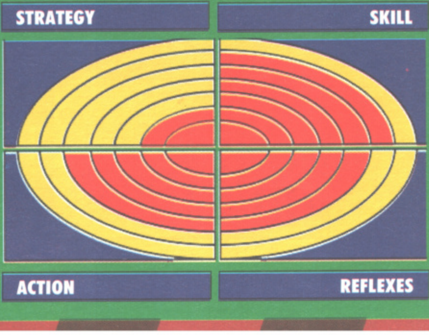
BANG ON KEY

Not only does Rohan have to be a bit nifty with a sword, he also needs a good ear for music. Each level contains a number of gatekeepers (which look like pterodactyls riding unicycles) which have to be destroyed for him to pass. To do this he first has to collect a key, then throw it into the circle beneath the gatekeeper, before finally repeating a short tune that it will play. Luckily for Rohan, the gatekeepers have never learned more than four different notes, which are played by pushing the joypad in the four main directions.

RISKY BONUSES

There are plenty of bonuses in Risky Woods - some good, some bad and some downright unpredictable. Collectibles that fall into the last category have one of a number of effects - they'll either award Rohan ten thousand points, send him to sleep or kill him. Not what you'd call fair - but hey, these are the Risky Woods, after all!

Carnifourous related capers down in the forest.



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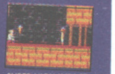
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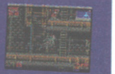
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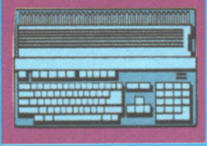
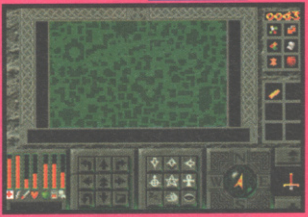


It's not often that you can look at a game and know immediately that it's something special. Legends of Valour is one such game that stinks of hard work and comes complete with a distict odour of success. It is one of the first of a new breed of virtual reality that will drag PC games kicking and screaming into the mid nineties.

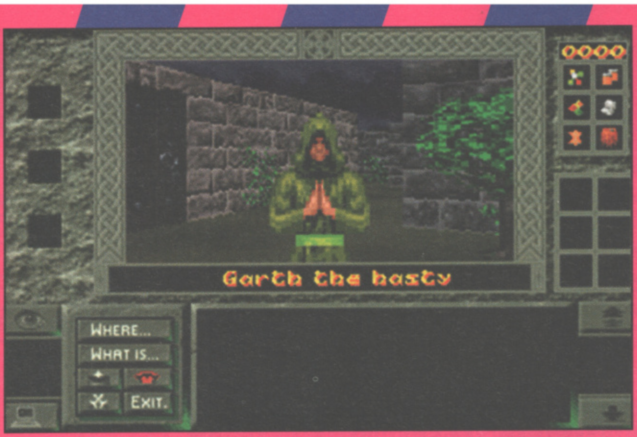
The action all takes place in a 'virtual world' where everyone reacts independently and gives you the freedom to interact with characters as you see fit. This means you can kill the nosey old bat from across the street but watch out for the militia. It also means that the local militia will be after your ass too. Yes, it's just like real life down on the farm.

Role playing games can be too repetitive - but LOV has no definate plot and has more twists and turns than a mongoose in a snake pit! This is not a game. It's more like dipping your toe into a strange new world and being sucked in up to your armpits!. The main problem with the game could lie within this fact. Life can be fairly humdrum at times and there are parts of the game that reflect real life to the point of domestic bordom. Booking into hotels, arguing with the neighbours, all these things add to a desperate reality.But life is only as sad as you make it. Once you've arrived in town, you can join one of the many guilds - usually by making a small donation and taking on a task for them. Once you've completed t'initiation ceremony then you're in! Whether it's as a thief, mercenary, priest or magician, you can then increase your level and your abilities as you pile on the experience.

STEVE KEEN



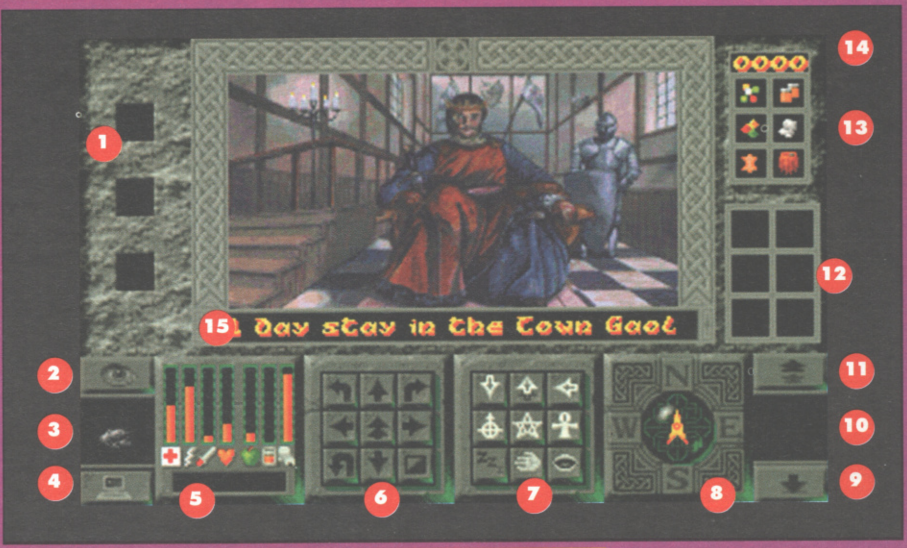
Show me the way to home. After a night on the town in the Hanged Man, the automapping feature can be very handy. Use this with the A2 map poster given with the game and you'll get back easy!



Garth the hasty

You can interact with all the other characters in the game through the dialogue menu. Garth the Hasty here looks a particularly shady character.

LEGENDS O



Day stay in the Town Gaol

CONTROLLING YOUR CHARACTER

1 Magic Items Box – There are three items to collect which will be placed in these holes as you find them

2 Examine – anything that appears in [3] can be examined by clicking here. A description appears in the Message Window

3 The Floor – As you pass close enough to pick up things they will appear here. Clicking on the item will transfer it to your backpack [14]

4 Options Menu – Including; Load/Save game, Sound, Auto Combat and more.

5 Status – Your health. From left to right they are; General Health, Energy, Combat Injuries, Appeal, Hunger, Thirst and Sleep. Try to keep all the bars as full as possible...

6 Movement – Although movement by mouse is excellent, you can use the movement icons if you prefer. The bottom right button actually gives you your present rank in each of Mitteldorf's guilds

7 Combat/Action – The top three from left to right are; left punch/slash, two-handed punch/thrust and right punch/slash dependent on if whether you're caught with your weapon in hand or not.
The middle three are; town plan, magic spell and religious spell.

8 Compass – Shows you your current heading. You can even click on it to turn your character to face that particular direction.

9 Drop – Drops the object currently held in the right hand. (Okay, so how many left-handed dwarves do you know?)

10 Right Hand - And the currently held object

11 Throw – Chuck whatever's in your hand. Throwing knives and stones are handy missiles...

12 Backpack – You can only carry up to six objects depending on how heavy they are.

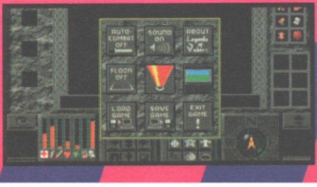
13 Commodities – Trading is big business in Mitteldorf and there are various ways of acquiring goods although buying and selling them isn't a bad way to earn cash. Clicking here opens a screen that tells you what quantities you have. The goods are (left to right) gems, spices, pigments, ore, hides and tar.

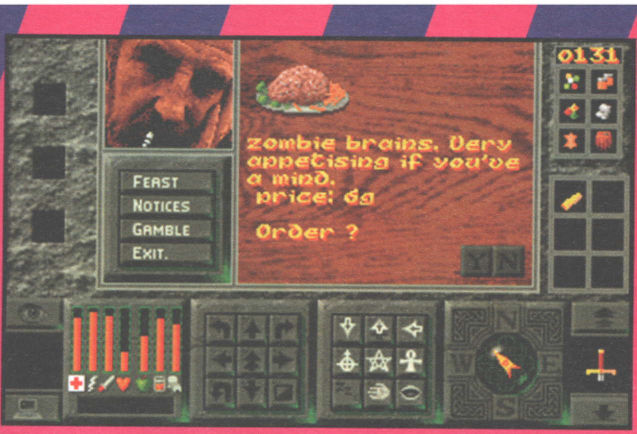
14 Money – How many groats you are carrying. As with all items, you can leave some safely in your room in town.

15 Message Window – This is where all dialogue with other characters is displayed.

WHAT ARE YOUR OPTIONS?

The option screen can be accessed at any time from where you can turn auto-combat on or off, change the game settings for sound and there's even a helpline number. The second row of icons all manipulate the speed of the game by reducing screen size, depth of view and floor mapping. The bottom row is straightforward but will only save in a tavern or hostel.





zombie brains. Very appetising if you've a mind.
price: 6g

Order ?

Nobody can last without food or drink and whilst the variety of drink in the taverns of Mitteldorf is not extensive, the choice of food is far more cosmopolitan.

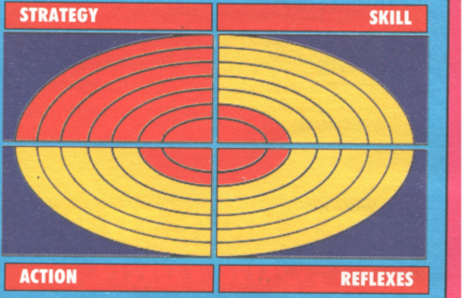
A HEALTHY DIET

The first task that you should set yourself in Mitteldorf is to stay alive. To do this initially you need food, shelter and money. There are various ways of getting each but having money means you don't have to search for it. What you need to do is to build your character into a head-bustin' hard case by joining the guilds and improving your prowess in magic, murder, mass appeal and appropriating.

OF VALOUR

Legends of Valour has been a long time in the making but this could be explained by the game's immense depth. What US Gold have done is to give you a complete world to explore. The single most amazing thing about the game however is the speed. I played it on a lethargic 286 yet the VGA graphics were acceptably nippy, well defined and colourful. Combat is logical and easy and can even be set to automatic and the whole game has real feel that you can get lost in. In fact, getting lost was a bit of a problem to begin but seasoned adventurers should have no problems here. A masterly game that takes the next step from Dungeon Master

PAUL ANGLIN



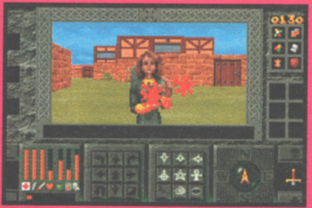
GRAPHICS	%	88
SOUND	%	85
GAMEPLAY	%	92
VALUE	%	90

CVG 90 HIT

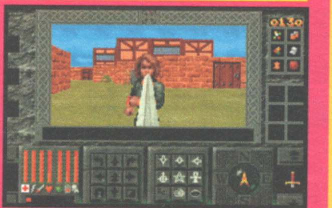
THAT'S FIGHTING TALK

As you walk around the streets in Legends of Valour, you get the opportunity to talk to the natives. Most are quite helpful but some think that they're some poor relative of Yob! If they decide to insult you, it's time to start thinking about shutting their big gobs for them permanently. Fighting can be switched to automatic using the options menu but there's nothing like being in control of a particularly nasty scrap – especially when you've got three types of sword stroke and a myriad of magic ready to unlease on someone who's just called your mam something akin to 'A festing boil on the bum of humanity.

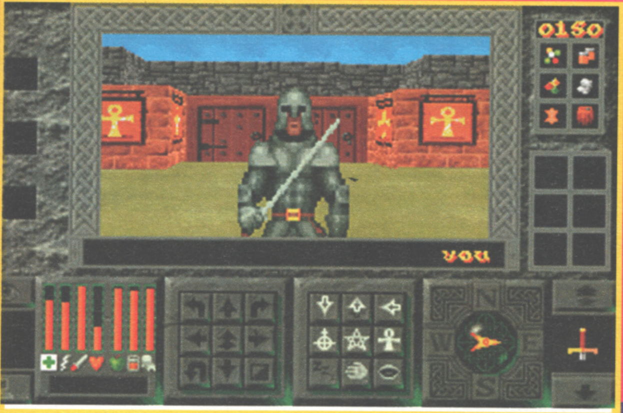
Each time you get involved in a fight, you will sustain battle injuries which will show up on your health readout. Unfortunately, there're injuries that can sustained without your knowledge. Lycanthropy, poisoning and so on can be detected by certain priesthoods. They'll charge you too!



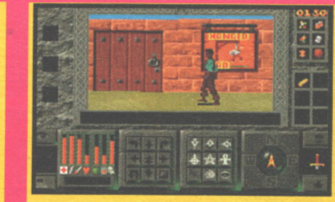
You can stand by whilst people insult you. Me? I'd rather cut them to little bits.



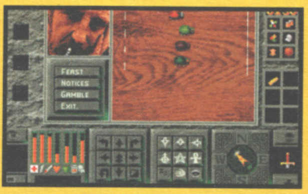
A quick thrust and she's almost had it. A combination of blows does the best job.



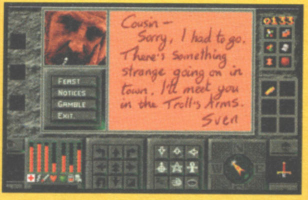
"There I was. Minding my own business and just hanging around on the corner opposite the church and the local rozzer just wandered up and started hassling me." Only in this case it's absolutely bloody true! Honest. Seriously though, you don't have to have done anything wrong to get arrested. Then it's a fine and jail!



Any town you visit, unless you're in Wales, will have a pub and Mitteldorf is no exception. Like many tavern, these do far more than just sell beer.

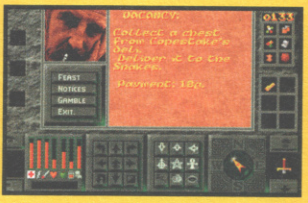


Unlike many pubs, you can actually leave these with more money than you came with if you're lucky. The Hanged Man is known for its beetle racing.



Cousin –
Sorry, I had to go.
There's something
strange going on in
town. I'll meet you
in the Troll's Arms.
Sven

All pubs run noticeboards which can tell you what's going on around town or even provide a place where your illusive cousin can get in touch!



VACANCY:

Collect a chest from Copestake's Deli.
Deliver it to the Snakes.

Payment: 18g.

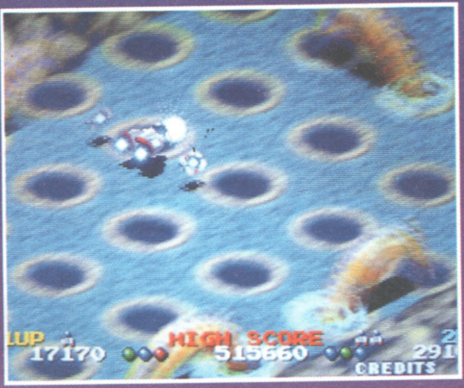
When you're really skint, it could be time to look for some casual work. Here's what looks like a really crap job. I'd give it a miss and mug a body.

ARCADE ACTION!

What's hot in the coin-op world this month? Only the latest Neo Geo blast! Viewpoint dropped into our office, plugged itself into our cabinet and proceeded to totally astound us! We've dragged PAUL ANGLIN away from the machine, wiped the dribble from his chin and sat him down in front of a Mac to give you all the gen!

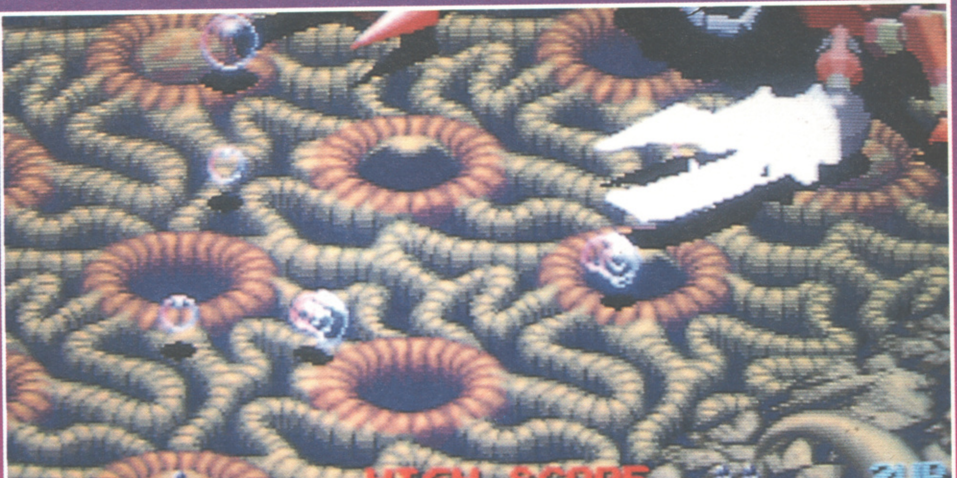
VIEW

Why is it that we're all sat here wondering whether or not UFOs really exist, when we all know full well that they're alive and well and invading every solar system in the known cosmos. Seeing as we're all dead keen to make contact with other intelligent life forms and discover new cultures before blowing them all out of living existence, we've decided to send some lucky soul off in an advanced death wagon of the highest order to put a stop to the aliens' violent merriment. You've got all your hardest weapons with you and the whole world depending on your not being an Cheswick, so good luck- and don't forget to get some pics of those life forms if you can.



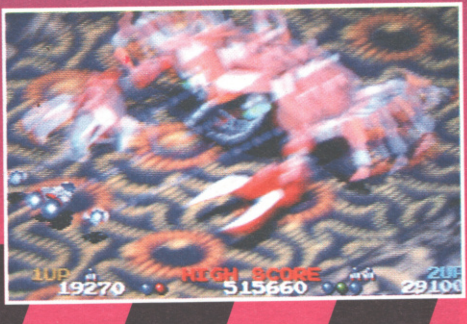
WEAPON WONDERMENT

The weapons in Viewpoint are very simply just a pod on each side of your ship that fires extra bullets! There are no really hard extra armaments - just your standard gun. But the pods do provide extra protection at the sides of your ship, acting like a shield. Also available to pick up are whirly force-fields which will protect your ship for three hits, which can make some of the levels a touch easier.



YOU'LL HAVE TO WAIT YOUR TURN

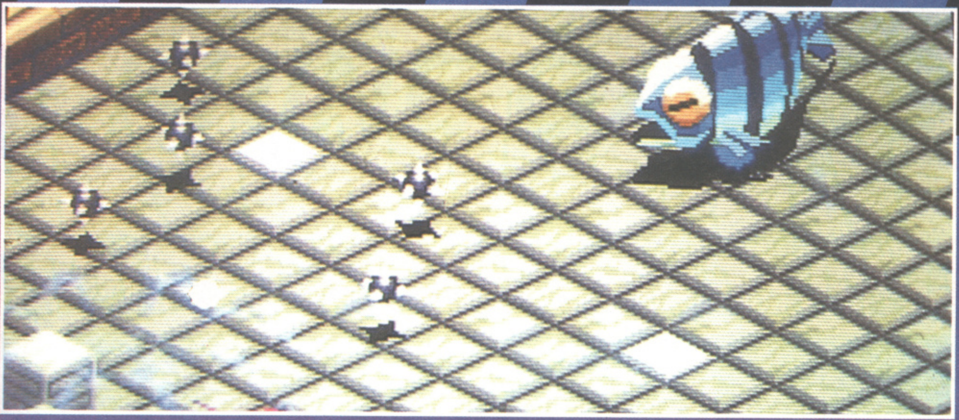
Unlike most two-player shooters these days, Viewpoint doesn't include a simultaneous dual player option. The two player game is a turn-by-turn affair which is a disappointment, as it would have been an absolute riot to play this game with two ships on-screen. The one-by-one thing isn't a tragedy though, 'cos you get the opportunity to learn by your pal's mistakes.



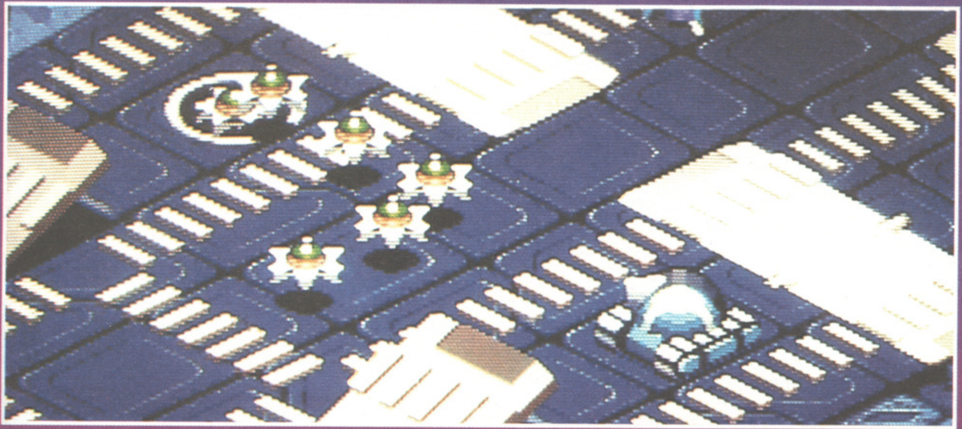
1UP
54550
HIGH SCORE
515660
2UP
00
CREDITS 08

A DEAD PARROT

As you may well have noticed from the screenshots, the graphics in Viewpoint are nothing short of incredible. All sorts of words like vectors and isometric may come into your head when you look at these, but the real term is Polygonised Sprites. Sounds technical? It is, but can be explained very simply. Basically, the graphics have been drawn very cleverly so that they give the impressive effect of polygons but not the blocky look. Cor, the things they can do these days!



POINT



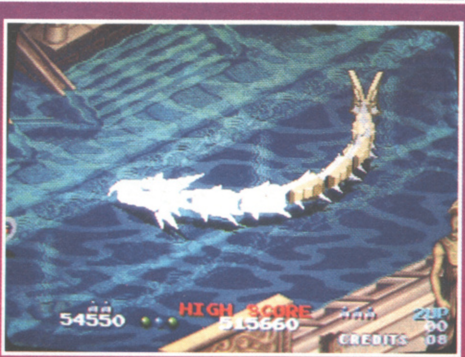
BOMB THE BASE

Your main pieces of kit with which to dispatch some serious amounts of bad guys are your bombs. There are three different types: here's a rundown:

FIREWALL: as it's name suggests this just sends a huge wall of fire across the screen wiping out everything

WAVE BOMB: this just creates a huge circle of fire that will fry anything daft enough to get in it's path.

HOMING MISSILE: this fires a plethora of missiles which will home in on anything on screen and destroy it. You start off with three bombs and there are a limited amount scattered throughout the levels - but you can only carry three bombs at any one time.



1UP 17070
HIGH SCORE 515660
9500

BUT THAT'S NOT FAIR

So you like the look of Viewpoint, eh? Fancy a copy of it for your home-based Neo, would you? Well sorry, but you can't have it! Yeah, you heard right, for some reason Viewpoint is not down on the Neo Geo UK home release list. The only way us Brits will get to play is either in the arcades or on an American or Japanese Neo, and seeing as there's no converter available, you're well up the creek. Oh well, better drag the ten-pees out.

THANKS..

To ELECTROCOIN for the loan of the rtview cart

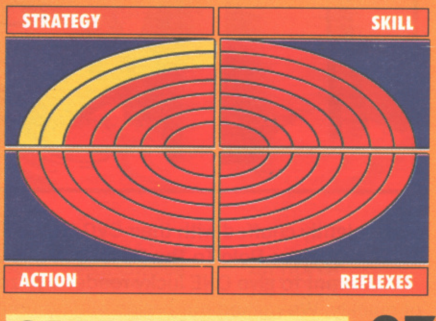
Viewpoint has to be the most graphically impressive Neo game I have ever seen. The all-new viewpoint of the game is just the start of that forgotten concept in video games - originality! The only cliched thing is those end-level baddies. Graphics are absolutely stunning, with some of the most awesome-looking bad guys ever seen in a video game - or a sci-fi film for that matter! The music has to be heard , it's not a case of a Neo imitating rock hard thumping tracks - they ARE rock hard thumping tracks, the likes of which you would be happy to shove in your Walkman, and the great James Brown samples are just sooo good. Many Neo games have suffered from being too easy, but not this one. It's rocks, sure - but not frustrating. If you ever get the chance to play this...no, actually make sure you play Viewpoint, whatever the cost!

PAUL ANGLIN

VIEWPOINT

NEO GEO by SAMY

30P 50P PER PLAY



GRAPHICS	%	**97**
SOUND	%	**98**
GAMEPLAY	%	**93**
VALUE	%	**93**

OVERALL 95

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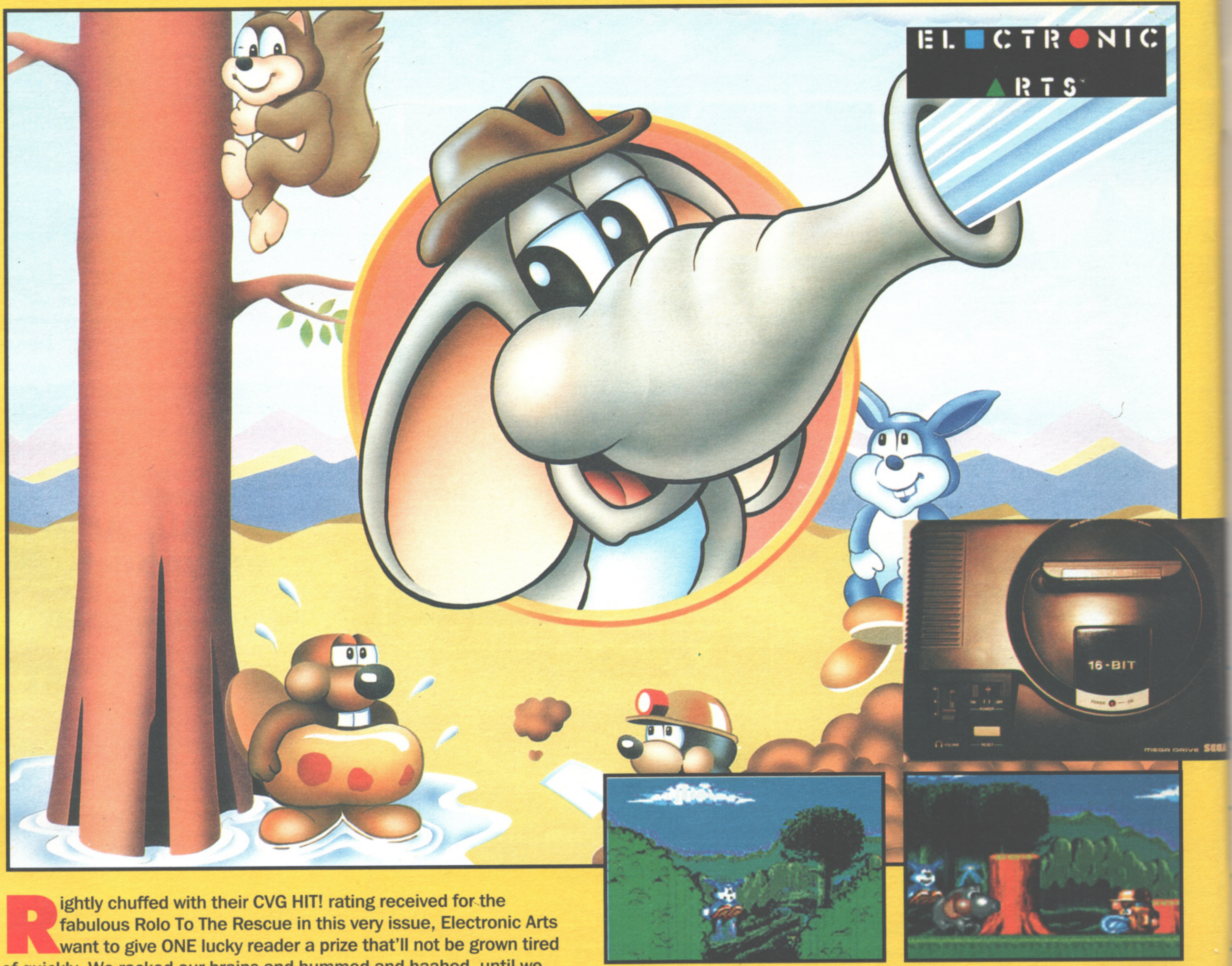
AND EVERY MEGADRIVE GAME EA HAVE EVER DONE!



Rightly chuffed with their CVG HIT! rating received for the fabulous Rolo To The Rescue in this very issue, Electronic Arts want to give ONE lucky reader a prize that'll not be grown tired of quickly. We racked our brains and hummed and haahed, until we came up with a cracker of a compo gift! A Sega Megadrive!!

So what's so mindblowing about that, eh? Nothing much (except for the fact that it's a damned fine games machine) - until you add to it EVERY SINGLE MEGADRIVE GAME EVER PUBLISHED BY ELECTRONIC ARTS! That's FORTY-FOUR games in all; from Populous to PGA Golf, Madden '93 to Marble Madness, all adding up to a bloody fortune in terms of cash value!

So what do you do if you want a stab at picking up this fabulous freebie? You see Rolo the elephant in the picture on this page? Cute, isn't he. But can you come up with a cuter character? Drag out the crayons and use your noddle to come up with a games hero that'd have you smiling inanely at the sheer niceness of it! So no large guns, no pickaxes or chainsaws - if your creation has any special weapons, make 'em sickly sweet!

Once you've created your masterpiece, put it in a big envelope and post it off to: BLEUURGGHH! GRAB A SICK BUCKET BEFORE LOOKING AT MY ENTRY!, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Make sure those entries reach us by February 14th, 1993, or else you'll not stand an elephant in hell's chance of winning. Good luck!

And here, in the very heart of weeny writing land, are the bits about EMAP Images or Electronic Arts' staff or relatives thereof not being allowed to enter, the editor's decision being final and no correspondence being entered into. So read and learn.

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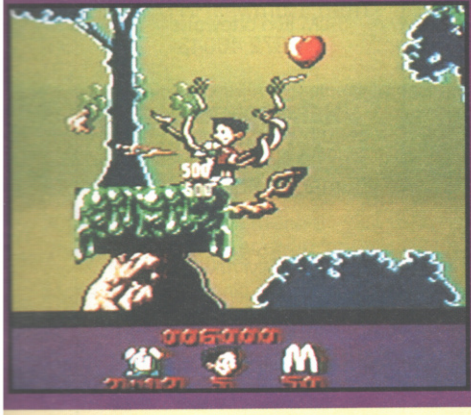
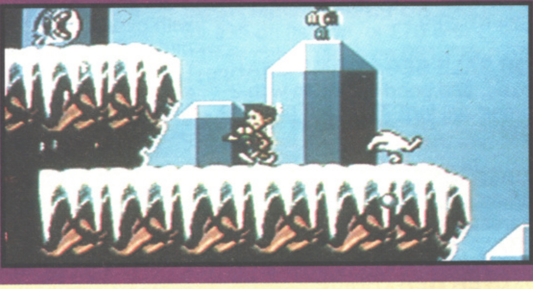
MICK AND MACK GLOBAL GLADIATORS

MASTER SYSTEM



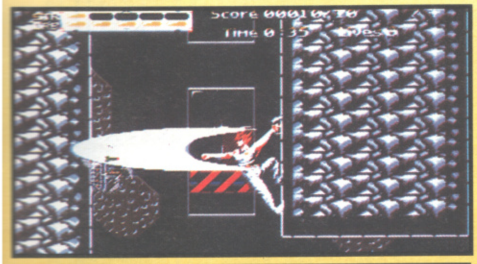
It's not every day you see a Megadrive game converted over to the little Sega - but that's exactly what Virgin are doing with their McDonalds license - and the 16-bit version's not even finished yet! If you saw the Megadrive Hotshot a couple of issues ago, you'll already know the story, but if not, here's a potted version: Mick and Mack are two groovy, Big Mac-eating lads who get sucked into a comic book and have to escape by wiping out all the pollutants found on each level. Using special detergent-firing guns, scour the levels wiping out nasties and picking up bonuses as you go.

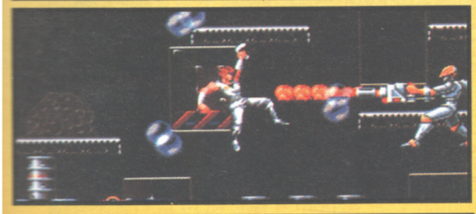
The Megadrive version of the game looks excellent, and to be honest there doesn't seem to be a great deal of difference between that and the Master System version! Graphics, as you can see here, look highly detailed, and gameplay should be similar to that of its multi-bitted relative! We'll bring you a CVG Review just as soon as we possibly can - in the meantime, be friendly to the planet!

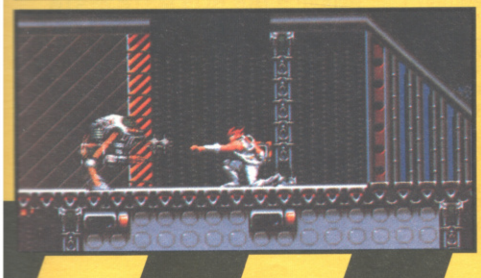


STRIDER II

MEGADRIVE

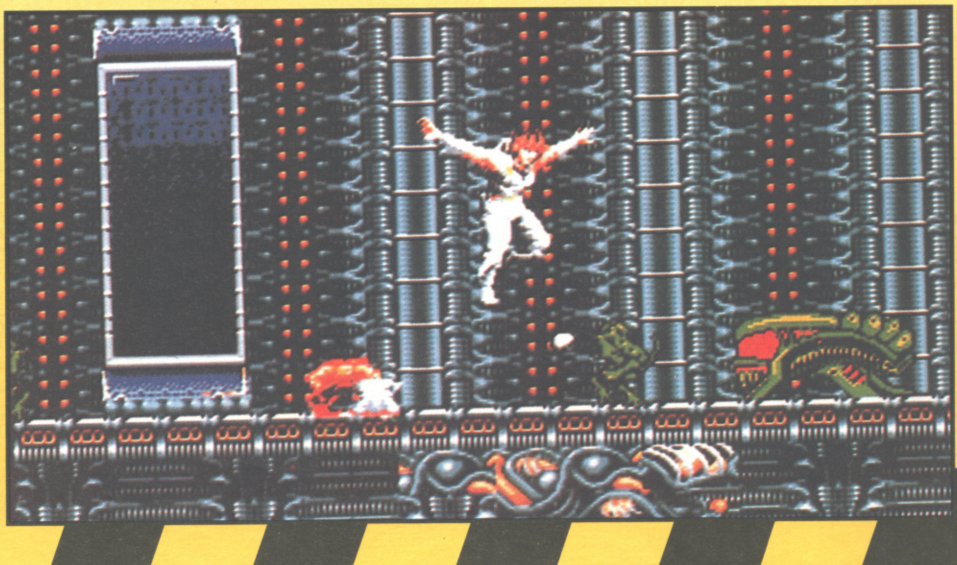






Both in coin-op form and on Sega Megadrive, Strider was a bit of a name when it hit the streets. Graphically the game was one of the most impressive around, but the home version was let down slightly due to the bane of many Megadrive carts - it was just too easy. However, US Gold are well on the way to completing their sequel to the classic - and if you look at these pics, you can hardly disagree with us when we say it's looking not-crap!

US Gold tell us that the basic gameplay remains the same as before, but with much more emphasis put on making the game that bit more challenging. Sounds good to us! Keep your eyes on future issues of CVG - we'll be reviewing Strider II in the very near future!



MORE TIPS THAN YOU CAN SHAKE A STICK AT!

A veritable cornucopia of Megadrive tip delights are now yours for the asking. Marvel at the MEAN MACHINES Megatech Megadrive Megatips book, on sale at all good newsagents from December 15th, priced £2.95.

COOL WORLD

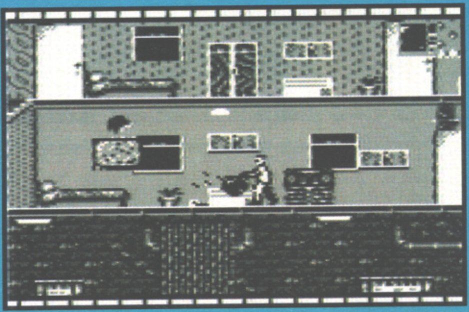
● NES/SNES ●

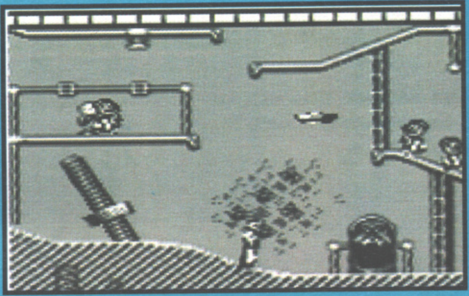
Forget what the critics have said about Cool World. We can't wait to see it over here and from what we've seen of the film it looks pretty darn spunky, if you'll pardon the expression. The film stars the sultry Kim Bassinger both in the flesh (schwing) and in cartoon form and as ever, she has more curves than the river Thames and a figure that Claudia Schaefer would pluck her finger nails out for! The plot goes like this; Vegas Vinnie discovers a secret tunnel that connects the animated land Cool World, to our world. He also wipes and swipes The Golden Spike of Power which acts as a wedge between the two worlds and hides it on top of the Las Vegas Hotel.

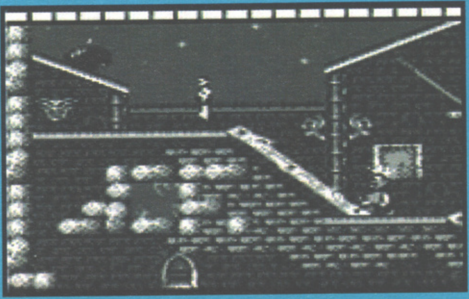
Now our Kim plays a stunning doodle called Holli Would who wants to become human and needs the Spike of Power to undergo the metamorphosis. Simple? Well it would be if not for the fact that if she makes the swap it could rip both worlds apart! Unashamed and undettered, she has stolen the map that shows the hole into our world and torn it into five pieces and given one piece to each of her henchmen.

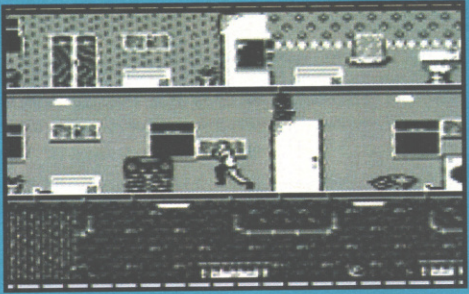
You must go up against Holli (oooer!) and recover all five pieces of the parchment and return to Ocean World.

Cool world is coming out across all of Nintendo's games machines,including Gameboy, and will be with us shortly.

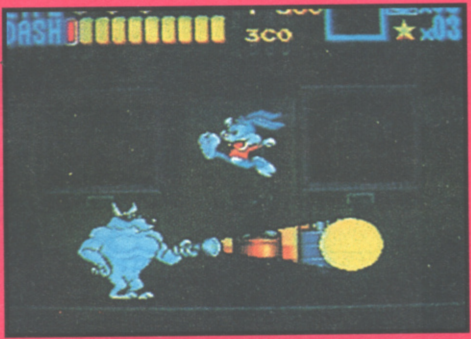


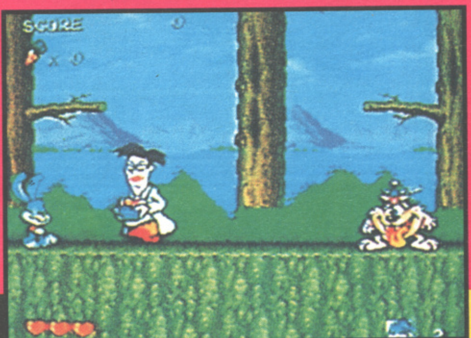






TINY TOON ADVENTURES



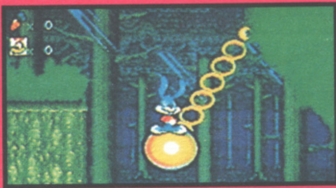


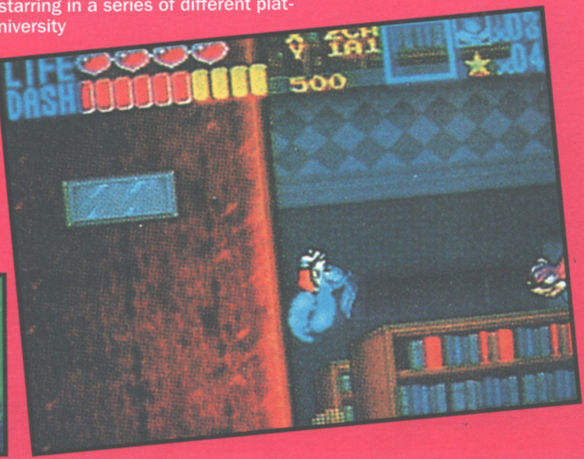
● SUPER NINTENDO ● MEGADRIVE ●

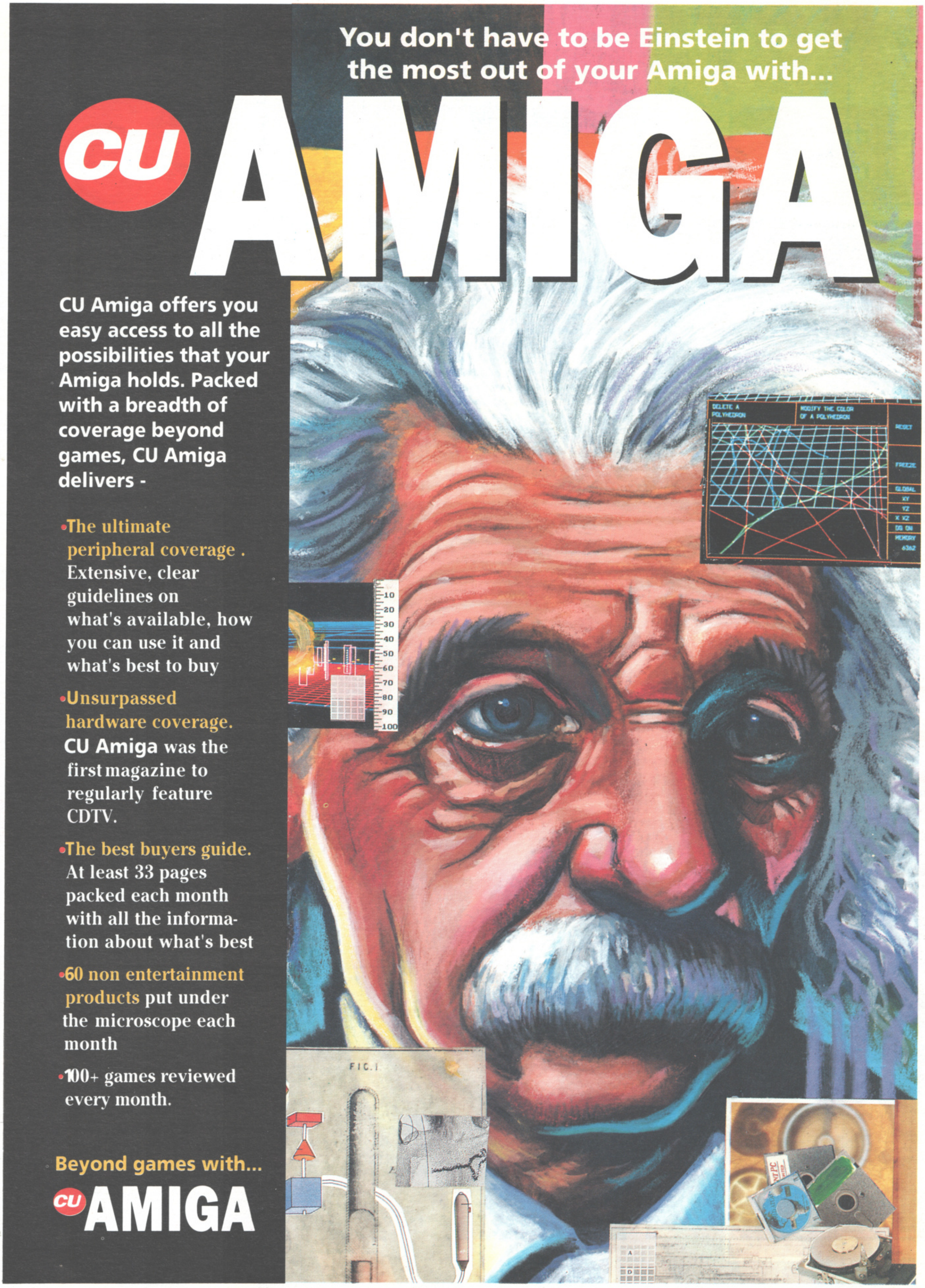
They're tiny! They're toony! And in a couple of months time, Megadrive AND Super Nintendo owners will be able to get their hands on a game based on Steven Spielberg's little Looney Tunes creations! Both games star the main Tiny Toons character, Buster Bunny (no prizes for guessing who he's a relative of!) but each cart sports different levels and general gameplay alterations. In the Megadrive game, Buster's out on a treasure hunt after finding a note showing the positions of hidden map pieces. But Montana Max, the Toons' arch enemy, has kidnapped Buster's girly Babs and, with the help of all his pals including Plucky Duck, Hampton Pig and Calamity Coyote, he's got to find her before it's too late!

The Super Nintendo antics see Buster starring in a series of different platform-based cartoon levels, from the Looniversity where our half-pint hero must dodge nasties and take on the big boss bully at the end, to Outer Space and the perils of the dastardly Duck Vader!

Both games should be available during the first quarter of this year, and you can't deny that both Megadrive and SNES versions are looking hot! Hot! HOT! As soon as we can, we'll be bringing you the definitive Reviews of the games - until then, THAT'S ALL FOLKS!







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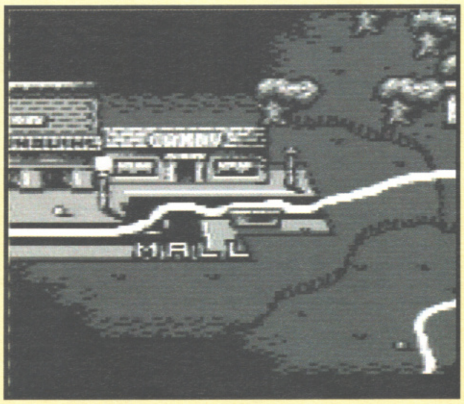
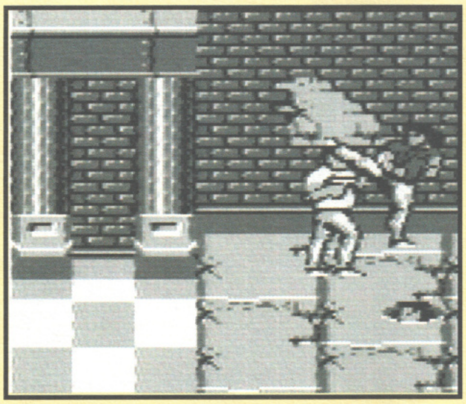
LETHAL WEAPON

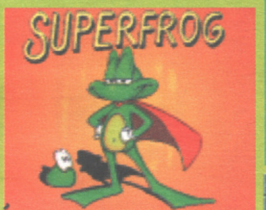
● NES ● SNES ●

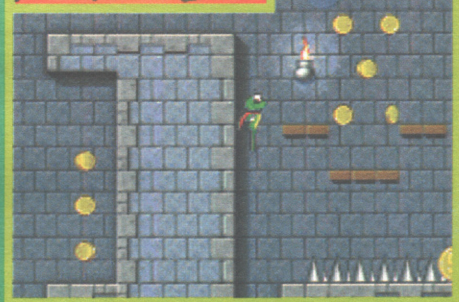


Riggs and Murtaugh are back on the streets with Ocean's Mega license, Lethal Weapon. Their latest romp is a multi-levelled platform adventure in which the duo must duff up the bad guys and return order to the chaotic American streets. Although Mel Gibson is the bigger star, Danny Glover has worked his way firmly into fans affections as Riggs' pessimistic sidekick. Acknowledging his popularity, Ocean has given you the opportunity to chose which of the heroes you want to play. Riggs is an expert at martial arts and hand-to-hand combat, whilst Sargent Murtaugh packs more power with his regulation issue Smith and Western! Each level will require a varied approach and whilst Riggs can kick butt during one stage he might not be so tough when confronted with gun-toting hooligans. Go up against mercenaries, gun-runners, bombers and tons of hoods in the cops' biggest adventure yet! The full report will hit the streets next month!



SUPER FROG/ BODY BLOWS





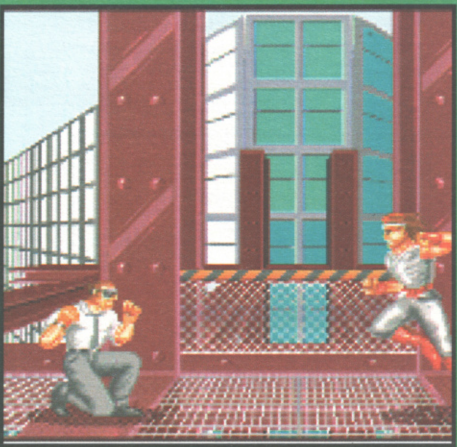
● AMIGA ●

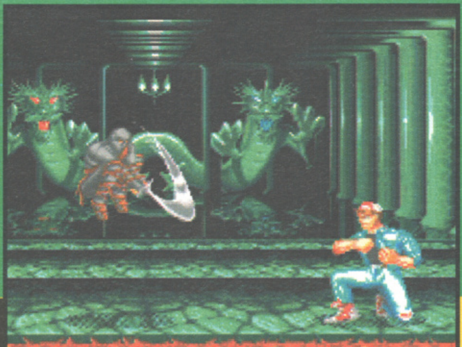
Team 17 is following hard on the heels of its huge Amiga successes, Alien Breed 1992 and Project X, with two brand new games. The first will be Super Frog – a fast scrolling cute platform adventure staring a 'lovable' Geordie frog with a few special powers. The slimy sucker bounds around scores of different locations including marshes, forests, spooky castles and wildernesses, collecting coins, rings and assorted pick-ups which all spawn further frolics for the funometer!

Super Frog will be with us shortly!

The most eagerly awaited product though has to be the massive arcade style beat 'em up Body Blows. Players can enter into Amiga Streetfighter type rumpuses in either Arcade or Tournament modes. In Arcade mode there are four main heroes to choose from before going toe to toe against one of seven deadly fighters found in locations spread all over the world. Beat these bozos and you'll end up doing battle against the king of the underworld, Max.

Tournament mode has the choice of players extended to eight fighters – each of which can be selected to square up to 10 super thugs from hell! Some of the toughs you'll be making brief acquaintance with are; Junior, a deadly heavyweight kick boxing champion with extraordinary kicking powers, Dan, a street fighter from the gutters who can let loose huge flames of energy from his body, Dug, just one of the game's fat-boy wrestlers who uses an awesome earthquake attack, Maria, the buxom Spanish lass with devastating lightning speed and Ninja, the terrifying Japanese warrior with razor sharp swords. This is just a small selection of the dastardly characters and the game will feature hundreds of frames of animation and oodles of digitised sound effects and speech! Watch out for a review in a few months time – this will be FIERCE!





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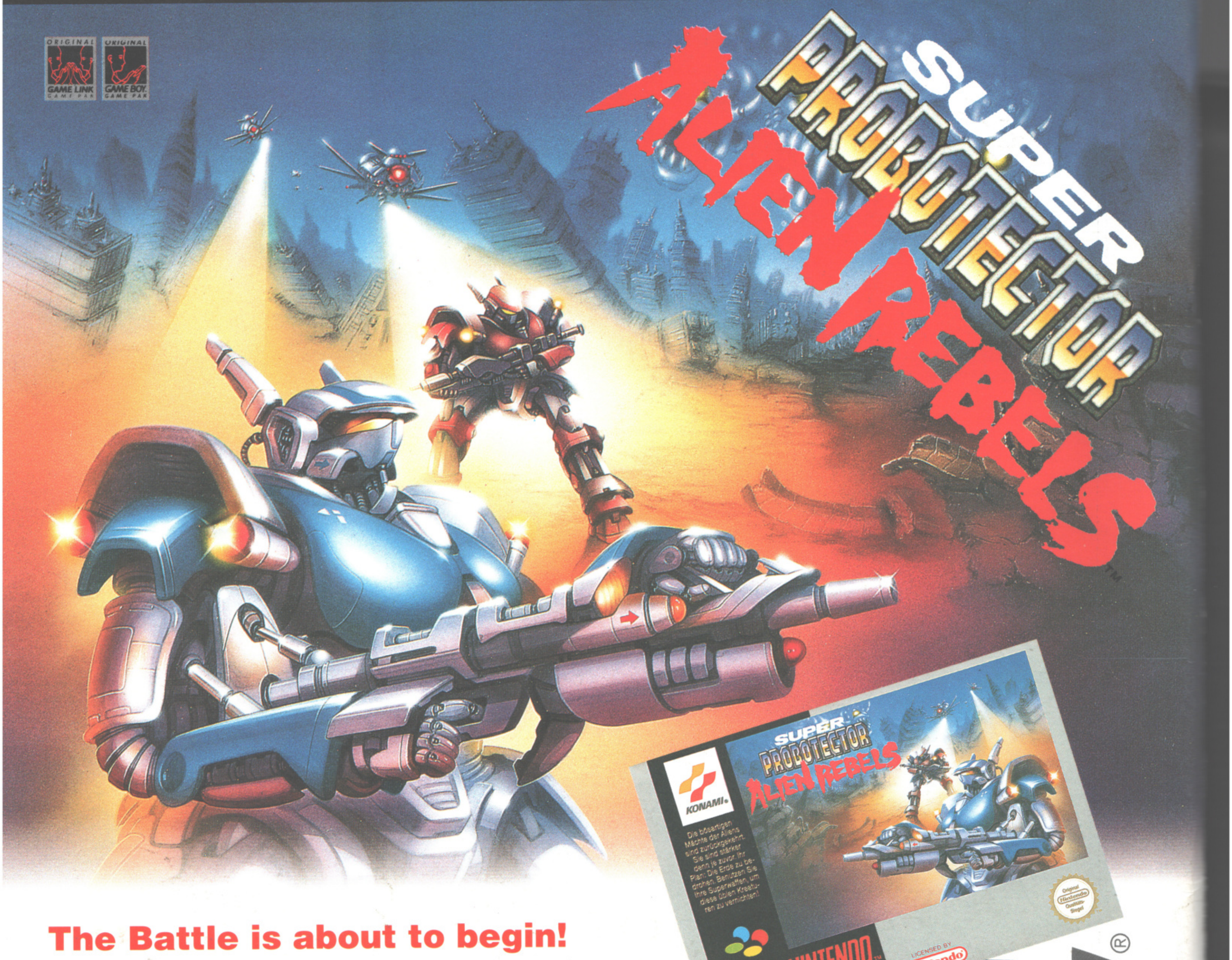
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